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MEAN MACHINES SEGA

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- TAMA

32X
- MOTOCROSS
- COSMIC CARNAGE

MEGADRIVE
- BATMAN AND ROBIN
- RISTAR
- STRIKER

MEGA-CD
- POWER RANGERS
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- STARGATE
- WWF RAW



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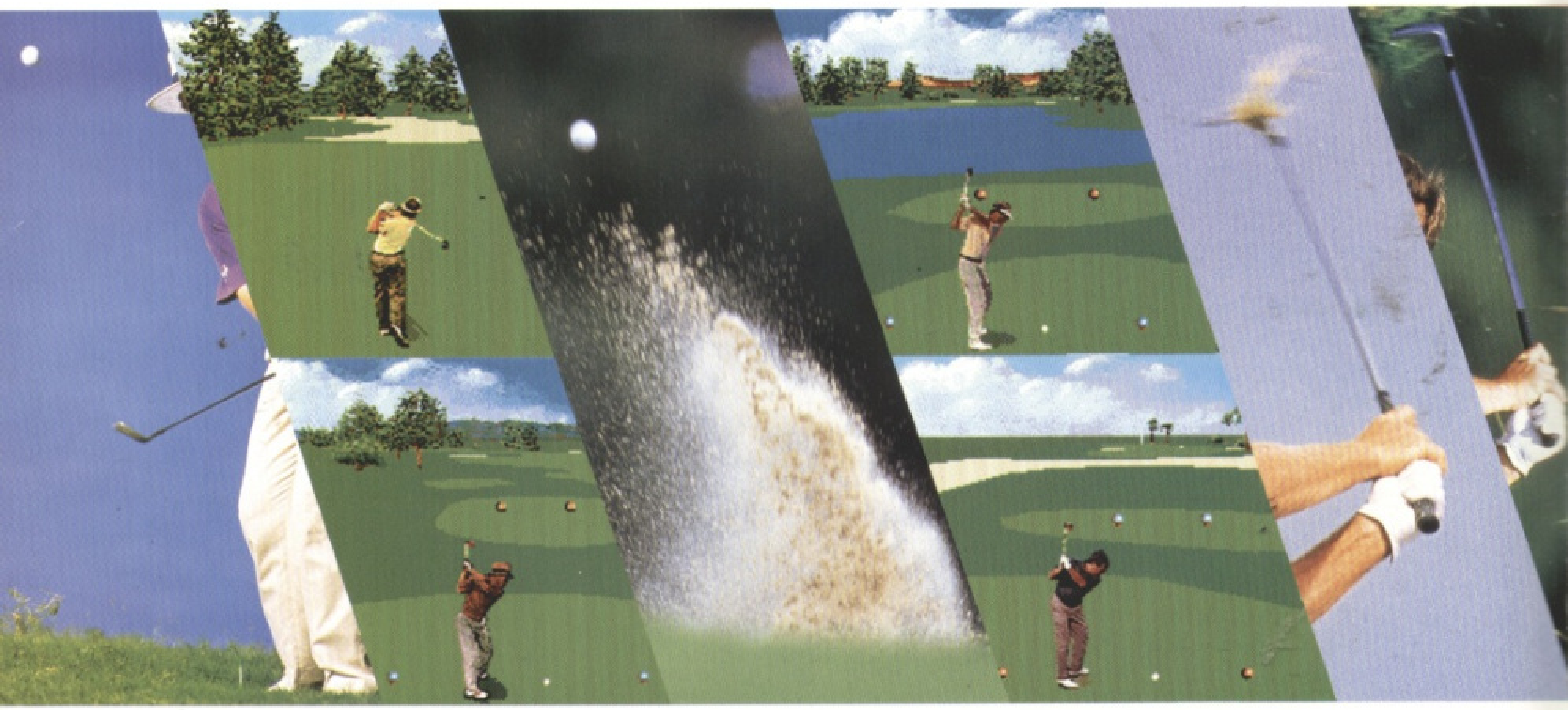
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PGA TOUR GOLF III



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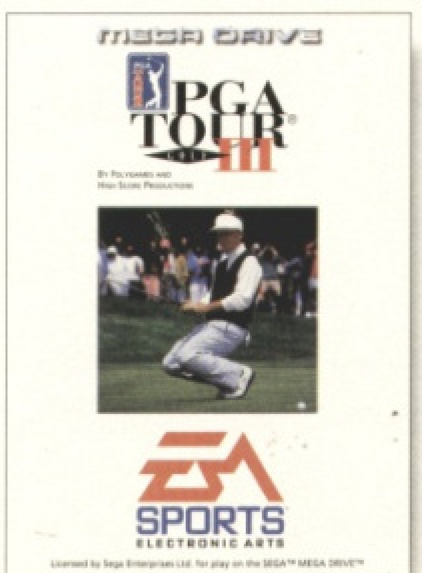
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EA SPORTS
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CO

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Virtua Fighter

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REVIEWS

NTENTS

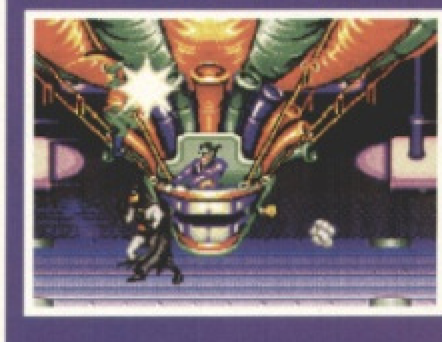


FEATURES

ADVENTURES OF BATMAN AND ROBIN 26

EXCLUSIVE

The bat man and the batty boy. (a situation that has never been satisfactorily resolved). When Tim Burton's Batman got into moulded rubber, Rob took a raincheck, but now they're back in swishy satin capes for Sega's romp. He's back! Back! Back!



STRIKER 30

EXCLUSIVE

We've always got a NOSE for a good footy game, here at EMAP Athletic, so we SNIFFED out this developing version of the topical sport. Don't SNORT and compare it unfavourably to FIFA. Keep your POWDER dry and read this WIP, Merson. Er, Marlon. Sorry.

PREVIEWS

CORPSE KILLER 34

EXCLUSIVE

"Aww myyy Gawwwd!", shrieks Bridget Butler in this B-movie zombie shoot 'em up, making Barbie look like an Oxford Don and Michelle Collins like Dame Maggie Smith.

POWER RANGERS 36

You just can't get the toys anywhere this Christmas. Too bloody right, we torpedoed the freighter before it brought a tidal wave of crap to good old blighty. Get a life and get an Action Man with eagle eyes.



MIDNIGHT RAIDERS 36

EXCLUSIVE

Tom Cat Alley in a helicopter. Honest.

MOTOCROSS 38

SATURN

GALE RACER 52

EXCLUSIVE

So named because it's more exciting than a quick blow, and better-looking than the caff owner in Coronation St. We present — Alma Baldwin Racer!



TAMA 64

EXCLUSIVE

'Adventuluss ball een giddy labylinth', as excited Saturn owners in Japan would probably say. We actually found this marble puzzle quite sedate.



CLOCKWORK KNIGHT 84

EXCLUSIVE

We've got it first! We've got it first! Clockwork Kinight. On Saturn. Reviewed in here. Sorry. About. That. We're. Out. Of. Breath. Because. We're. Excited.

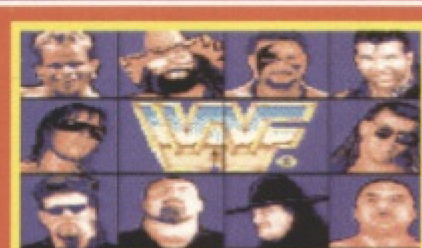


GAME GEAR

WWF RAW 80

Better than the Megadrive game shocker...

EXCLUSIVE



WHODUNNIT

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GREAT UNANSWERED QUESTIONS OF OUT TIME: 19 and 20
19. What, and you're eating onions?
20. How high was the wall Humpty fell from?

EDITO

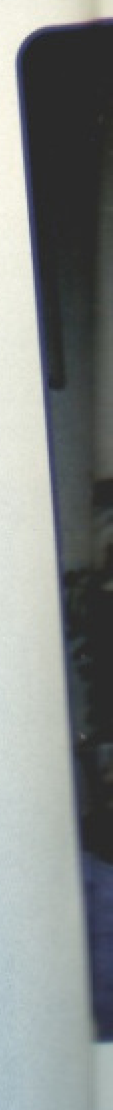


By the time you're reading this, Christmas is nowt but a memory of over-eating and crap films on the telly, whilst you gear up for the onslaught that is New Year. It has to be said that 1994 has been a bit of a duff year for software, and if it wasn't for the likes of Bomberman, MKII and Earthworm Jim there were times when I wondered if we were going to get any decent games. Thankfully it only seems to be a lull as the quality of the forthcoming stuff is looking fantastic. 1994 is certainly going to be the year of the Saturn, with some corking stuff on its way from Japan and UK developers busy working on titles. However, one of the biggest questions of 1995 is that of the 32X. With the Saturn imminent for a UK release (and we reckon Sega will bring its release date forward), what will happen to the little plug-thru? I don't know, but it'll be fun to watch. Anyway, 1995 is also the year of the MEAN MACHINE, so join us for the ride, and happy New Year from all the team.

WIN! CAS

Yep, thought that'd get your attention. Feeling a bit skint at the moment? Can't afford to hang around town with your mates and throw chips at each other? That's where we come in. Basically, we realise that you'll do anything for cash so we thought we'd put it to the test. Listed below are a number of photo opportunities, with the more daring offering decent cash rewards. The better the photo, the more dosh you get. Simple. Right here's what we want you to do and how much you'll get:

PARENT DRESSED UP LIKE A POWER RANGER — £50
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H GALORE!

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DEERSTALKER HAT (WITH FLAPS DOWN)
SMURF T-SHIRT
MATCHING VEST AND PANTS
SOCKS WITH GARTERS





▲ *Damn, if Rad's childhood pic of Stuart Hall showed the jocular northerner swigging a can of bitter he'd have won a fortune.*

◀ *Yes, you too can look a complete pri... er, prat. And win oodles of cash for your troubles.*

The cash wil be given for any we print, so get snapping. Multiple entries will be accepted, and if you have any combinations of the above, you will recieve a lump sum of the two values combined. Mark your pics:
I'M DAVID BAILEY, GISSUS THE CASH, MEAN MACHINES SEGA, 30-32 Farringdon Lane, London, EC1R 3AU.

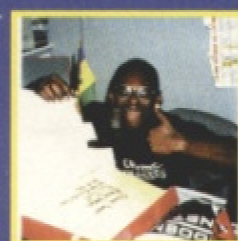
Well, it's that post-Christmas period where you take stock of the copious quantities of bath salts and other personal hygiene products bought for you by unimaginative relatives. So, in a tenuous sort of way, we thought we'd find out what soap characters the MEAN MACHINES wags would like to be...

STEVE



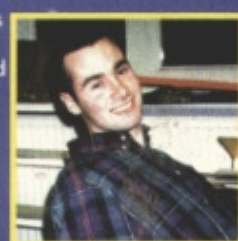
"Do what? Gor!" exlcaimed Steve when quizzed on his light entertainment preferences. "Well, I reckon I'd have been able to put my wily barrow-boy charm to good use daaahn Albion Market, when it was still open. I noticed they never had a whelk stall daaahn there, so I could 'ave run that. Mind you, my camelhair coat might 'ave looked a bit out of place in Liverpool, 'cos they all wear rags and that up North, don't they? If not, I'll be Trevor Jordache off Brookie, because I like being in the garden."

OZ



Oz refused to join in at first, pleading that he doesn't watch many soaps. It was only when his secret fantasy was revealed that we realised why he'd tried to cover things up. "I want to be Willy the dog from Eastenders," admitted our fiesty Art Ed "I've always had a thing about older women you see, on account of their greater experience and maturity, and just the thought of snuggling up to Ethel is enough to bring me out in goosebumps." Yeah, and the rest of us, mate. Shudder.

GUS



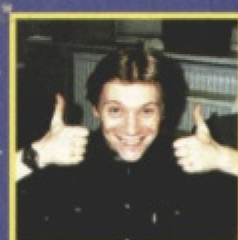
Surly Northener Tracey Barlow gets the thumbs up less surly but more Northern Dep Ed. "That way I could just go upstairs and listen to my tapes instead of having to get involved in all the petty crises of Coronation Street life. And all I'd ever have to say would be "I 'ate you, you stupid cow' all the time." Having said this, Gus popped to the toilet, only to return fifteen years later looking completely different.

CLAIRE



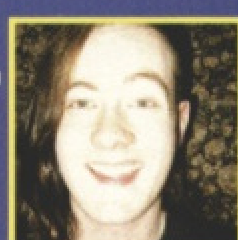
Claire's ambition to emulate Bet Lynch was never any secret. "It's her tough but approachable exterior, coupled with her more vulnerable side, which draws my admiration. She's a typical Lancastrian matriarchal icon with a heart of gold." Sadly, all Claire's managed so far is an extensive collection of leapordskin print leggings, lurid stretch-fibre peasant blouses and gold earrings shaped like rolls of toilet tissue.

PAUL



"I'd quite like to be Simon the nutter from Brookside." opines our youthful writer of staves. "That way I could save the entire MEAN MACHINES SEGA crew from eternal damnation by making them circulate leaflets on the evils of videogaming, boarding them up in a grotty council house and then incinerating them all in a holy baptism of fire." Paul has promised to go to the doctors more.

RAD



"What was that? Soap?" said Rad nervously when we posed this month's question to him. Breathing a sigh of relief upon our clarification of the query the boy was rather more fothcoming. "When I grow up, I want to be just like Steve, so it'd have to be Frank Butcher – ex- of Eastenders – for me. I'd get to wander round in a camelhair coat with half a Dunhill hanging out of my mush calling everyone 'slaaags' and then trying to flog them dodgy 'motahs'. It's be great, gor love a duck."

SPECIAL REPORT

STREET FIGHTER

THE TIME: 10:00 AM, DECEMBER 6TH
THE PLACE: COLUMBIA TRISTAR'S SCREENING ROOM
THE EVENT: THE UNVEILING OF THE STREET FIGHTER FILM



Yep, the MEAN MACHINES SEGA team were the first people to witness Jean-Claude Van-Damme as he stepped into the combat boots of one Commander William Guile. Assisted by all your Street Fighter faves — and, yes, including a green Blanka — Street Fighter: The Ultimate Battle follows the adventures of Guile as he tries to gain entry to the evil M. Bison's Shadaloo base. Up to his old tricks, Bison has kidnapped a load of UN aides and is holding them hostage to the tune of twenty billion dollars. As a last-ditch attempt to thwart his plans for domination, Guile (along with Cammy and T. Hawk) is sent to infiltrate his base and finish him for good. As he does so we are then introduced to investigative reporter Chun-Li Zang, her cameraman Balrog, and sound recordist E. Honda — all of which are tracking Bison's movements with a hidden agenda. Similarly, Guile also recruits two dodgy opportunists, Ken and Ryu, after they fall foul of Bison's weapon supplier, Sagat, and his close colleague, Vega. Don't ask us how, but along the way the film makers have managed to recreate every one of the Super Street Fighter characters. In addition to the above, we are shown how Blanka became all green (snigger, chortle), introduced to one Professor Dhalsim (who isn't the slightest bit rubbery, but does go bald for some reason), and meet Bison's new cronies Dee-Jay and Zangief. In fact, the only character we don't remember seeing is Fei-Long, unless he was one of the army blokes who wasn't introduced.

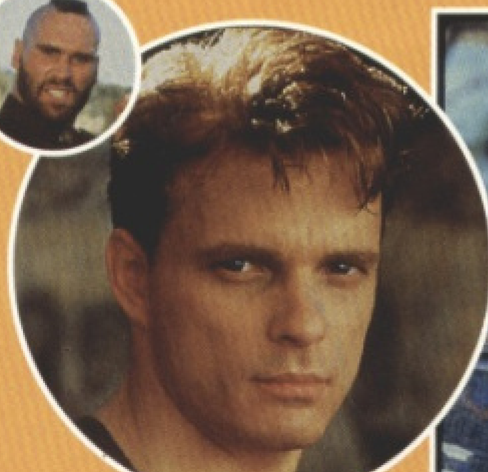
Fans of the game will no doubt be on the alert for all the expected special moves the game characters can pull off and, to an extent you won't be disappointed. Guile does a couple of somersault kicks, Ryu has a fireball (sort of), whilst Ken shows off his Dragon Punch and Honda hits Zangief with a hundred-hand slap — sadly, though Blanka doesn't electrocute anyone and Van-Damme never manages a sonic boom. However, the final fight between Bison and Guile features most of the evil General's moves, whilst the rest of the characters also manage to fit into their in-game clothes somewhere along the line.

Basically, if you are a big fan of Street Fighter the game, this is well worth a look. Although it gets a bit crowded with so many characters, it draws quite heavily from the game both in terms of fighting and graphical touches and will have ardent fans on the constant look-out for little touches here and there. Compared to other martial arts films it's a little bit corny at times and Van-Damme never quite gets it right as Guile. Still, fans of the game will no doubt pee their pants over it, and that's reason enough to see it.















NEWS

: THE MOVIE —WE'VE SEEN IT!







▲ *Go see my film or Merrett gets it between the eyes...*

THE VERDICT:



STEVE
All credit to Capcom for getting loads of in-game visuals in there, but I would have liked a few more special moves to have been on show. Not the best action film I've seen, and laughably bad (especially Blanka) and corny in places, but a fair enough way to pass 90 minutes. 6/10



OZ
Entertaining and with an action-packed ending, but I was disappointed that very few special moves were used. Kylie as Cammy looked really good, and Chun-Li had some excellent kicks. However, not all the characters fought, and Dee-Jay was made out to be a coward. 6/10



GUS
Kylie raised a few sniggers from me for her crap acting, as did M.Bison's cape-flapping antics. But there wasn't enough made of the game characters' special moves and it all looked a bit cheap. 5/10



CLAIRE
The film reminded me of an episode of The A-Team and the sets looked as cheap as the ones in Space 1999. And Kylie just looked like... well, Kylie. Apart from that, it was brilliant 6/10



PAUL
From the peals of hysterical laughter erupting from the audience, anybody standing outside of the cinema would have thought this was the funniest film in creation. One hundred percent pure pap, but unbelievably funny pap with some top action. "Charlie, it's me: William — William Guile!". 3/10



RAD
To put it quite simply, this is the best film I have ever seen in my life. Or it might be the worst – it's hard to tell. Worth going to see just for Blanka who looks like a green Max Wall with red hair. 10/10

CASTLEVANIA HITS SATURN

- NEW GAME
- BY KONAMI
- SATURN

Castlevania fans rejoice, for Johnny Morris and his ol' mucker, Eric Lecarde, are about to make the leap to the Saturn. Konami's Japanese coders are currently working on an as-yet unnamed Castlevania instalment which, we are told, makes the most of the Saturn's technology to create what could be the ultimate platformer. The basic 'walk and stab' action is believed to remain intact, but the many bosses and foes our heroes encounter will be larger and more intricate. In other words, very little is known and we've told you what little we know. And when we know more, so will you. Oh yes.



STRIKE THREE!

- NEW GAME
- BY EA
- MEGA-CD

Whilst video buyers have had Director's cuts of The Abyss, Aliens and countless other films, the first ever extended version of a game is set to hit the Mega-CD. Actually, that's a bit of a porky, as EA's forthcoming Super Strike CD mixes bits of THREE games, namely Desert Strike, Jungle Strike and Urban Strike. Using levels and ideas dropped during the trilogy's development, Super Strike is an entirely new game, and the rest of the CD contains the existing three games as a bit of a bonus. Cool. A review is, as they say in Germany, cummink zoon.



DROP THE DEAD MONKEY

- NEW GAME
- BY SEGA
- SATURN

Hot off the news network (ie a quick troll through the Jap mags) is information on an all-new Shining Force title for the Saturn. The game keeps the Shining Force style of gameplay, but makes the leap to the next generation in terms of size, graphics, and sound. Having already seen the superb sequel to the Megadrive version, fans of the series can expect something rather special from 'our chums' at Sega R&D in Japan.

SATURN ADVENTURE

- NEW GAME
- BY SEGA
- SATURN

The first RPG on Sega's new machine will emerge in the form of Virtual Hydelide. Bearing the 'Hydelide' monicker of a previous (and dire!) Megadrive RPG, the revolutionary feature of Saturn Hydelide will be the 3D virtual perspective, creating a realistic real-time environment. Sprite scaling is used, and contrasting with the usual run-of-the-mill dungeons, Hydelide takes you to a vast wilderness, with some breathtaking locations. Sadly, the game features Japanese text heavily (it is an RPG!) so buying it on import will be rather a gamble.





MINI STARGATE

- NEW GAME
- BY ACCLAIM
- GAME GEAR

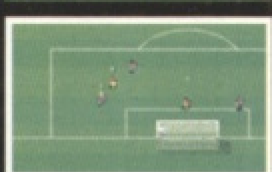
Acclaim are currently bringing Stargate over to the Game Gear — but don't expect a conversion of the action game we previewed last issue. Instead, Game Gear Stargate takes the form of a Tetris-style puzzler with the player dropping tiles marked with hieroglyphics into a circular play area. The basic idea is to match three of a kind, thus removing the line — but all the time you're doing this, a computer-controlled opponent is doing the same, and adding extra blocks to your line! Probe are the lads behind the game, and it should be out in February.

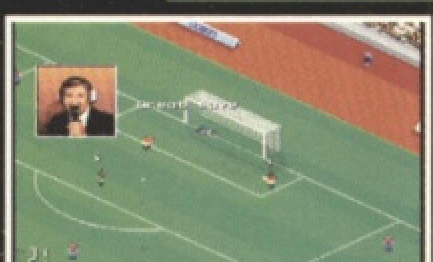
YOOOOONITED!

- NEW GAME
- BY OCEAN
- MEGADRIVE

Revealed here are the first pics of Ocean's forthcoming Manchester United game. Boasting pixelated versions of Cantona, Hughes and Giggs, the game offers two viewpoints which can be switched between at any time — one of which is FIFA-esque, whilst the other resembles Sensi. A full preview should appear soon — before Paul Ince gets sent off again, in fact. We hope.



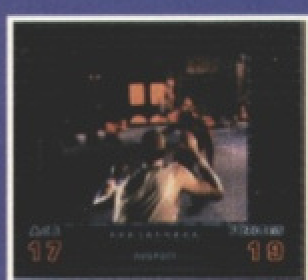




DUNKIN' DONUTS

- NEW GAME
- BY DIGITAL PICTURES
- MEGA CD

CD video titles by Digital Pictures move into the uncharted territory of sports simulations with Slam City with Scottie Prippen. It's a one-on-one basketball jam session with NBA All-Star Prippen, played entirely with FMV images from a player's eye perspective. The game also affects an 'attitude', with a supposedly 'street' feel, consisting of sarky spectators and graffiti on the walls (but in reality as 'street' as a Kim Wilde video). Prippen, perhaps unwisely, sings the theme tune produced by Jellybean Benitez, and the whole enterprise is in the capable hands of Ron Stein, who directed Prize Fighter, DP's similar boxing game of last year.



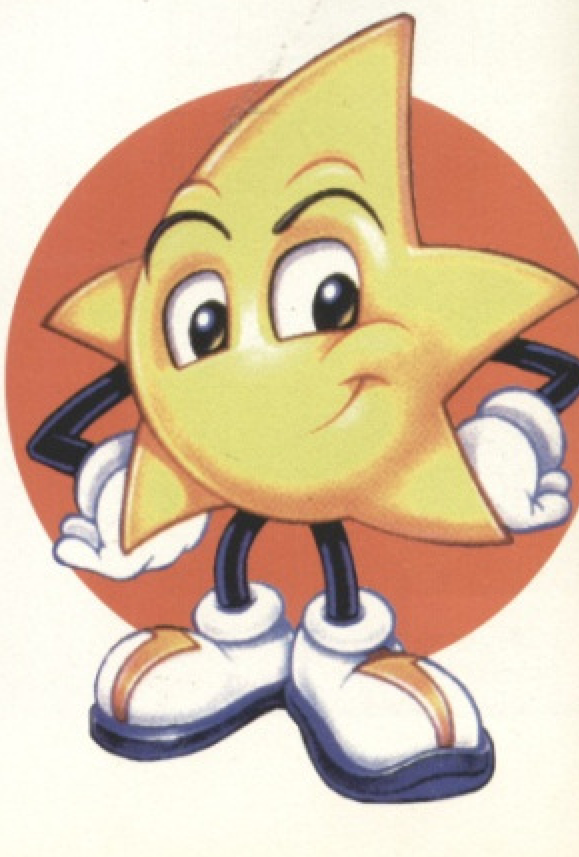




RIST ACTION

- NEW GAME
- BY SEGA
- GAME GEAR

Sega's latest superstar is at this very moment being converted for the Game Gear. The platform hunting adventures of the succulent young Ristar promise to be translated as closely to the original as possible, although it is expected some minor tucks here and there will be necessary. A review is pencilled in for the next issue.





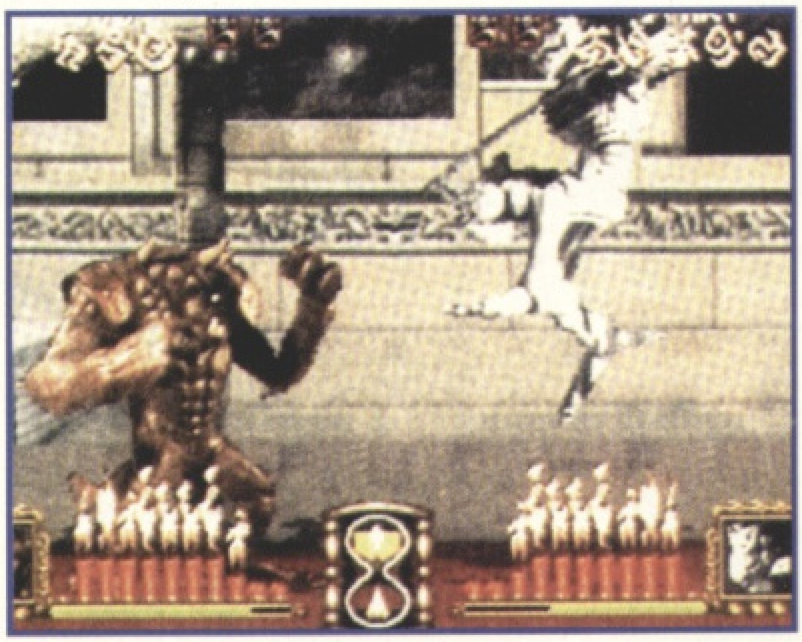




COMBAT VANS

- NEW GAME
- BY SEGA
- SATURN

Nothing to do with ice-cream wars, jap title Van Battle is in fact the latest beat 'em up to be announced on the Saturn. In a Mortal Kombat II digitised character style, seven fighters confront one another to claim the title of the Best Fighter in the Universe. Due in February, you'll be sure to see a more in-depth report just as soon as we get our hands on a copy.



YOU DON'T SAY...

Ve vere expectink you. You are vanting gosseep, yez? Valk zis vay...

EA's sport domination continues as they prepare to unleash a boxing game on the unsuspecting public. Details on game content and viewpoints are rarer than good episodes of Neighbours, but we'll keep you posted. What next, though, we wonder: Lacrosse?

After that plus point, a little bit of negativity as Domark have apparently scrapped their Game Gear equivalent of Roger Daltry — yep, **Wizard Pinball** is no more as Domark have consigned it to the great game scrapyard in the sky. A pity as it was looking quite nice. Over at Sega, it seems Sonic's parent have snapped up JVC's **Samurai Showdown** for the Mega-CD and Megadrive for release early April. Rumour also has it that a 32X version could be on the cards — and if it's half as good as the 3DO version that will be well worth a looksee. Just a quickie, Ocean may be releasing **Soccer Kid** for the Megadrive, but we're not sure when.

Despite all the gossip and speculation regarding Midway's embryonic **Mortal Kombat III**, the most important thing is will it ever make it to the Sega formats? Nintendo apparentlytied up a deal with Midway whereupon they get first dibs on all their coin-ops for the Ultra 64 system, leaving Sega out in the cold. However, a little sparrow tells me that this won't actually have a lot of effect, and Sega versions will be hot on the heels of the coin-op.

Konami's proposed conversion of their classic Super NES kick-about, **International Superstar Soccer**, doesn't look likely to make it to the 32X now, despite an earlier announcement. However, fear not as the game is instead destined for the Saturn and is apparently set to outplay Sega's own impressive-looking Victory Goal. Similarly, **Ultimate Parodius** a much-improved version on the Super NES original and already demoing on the Playstation is also set to be converted. Sooner the better we reckon.

'Til next month,
Pip pip.

CONSTRUCTION TIME AGAIN

- NEW GAME
- BY ACCLAIM
- MEGA CD

Games related specifically to children are rare on the Megadrive, and rarer still on the Mega CD, so Digital Picture's Kids on Site has novelty value. Part game, part educational tool, it takes the player to a busy construction site and puts the typical heavy machinery of such places at their disposal. Simple commands allow you to operate diggers, steamrollers and demolition machines, under the wacky tutelage of Dizzy and Nuts, two dopey workers. Merit badges are awarded for skilled operation. It's simple, colourful and uses high quality video footage throughout.



SWORD SLA-SHIN!

- NEW GAME
- BY SEGA
- SATURN

Sega's very own golden ninja boy, Shinobi X for the Saturn, is limbering up for a January release in Japan. This latest episode in the Shinobi heritage exploits the Saturn's graphical potential by displaying all of the characters and backdrops in glorious digital imagery. Not to worry though, as you can see from the pics, the Shinobi action remains the same slash happy mayhem. One downer though, it's only a one-player game. Bah!





GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

BEST CONSOLE SIMULATION
Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.

BEST CONSOLE SIMULATION:

BEST LICENSED CONSOLE GAME
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?

BEST LICENSED CONSOLE GAME:

BEST ORIGINAL CONSOLE GAME
What was your favourite game of the year which DIDN'T rely on an official license?

BEST ORIGINAL CONSOLE GAME:

CONSOLE GAME OF THE YEAR
Think back... back! What was your absolute favourite game this year?

CONSOLE GAME OF THE YEAR:

HAND-HELD GAME OF THE YEAR
Hand-helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?

HAND-HELD GAME OF THE YEAR:

SOFTWARE HOUSE OF THE YEAR
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?

SOFTWARE HOUSE OF THE YEAR:

BEST AD OF THE YEAR
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

BEST AD OF THE YEAR:

BEST ORIGINAL CONSOLE ACTION GAME
Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.

BEST ORIGINAL CONSOLE ACTION GAME:

CONSOLE PROGRAMMER OF THE YEAR
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

CONSOLE PROGRAMMER OF THE YEAR:

PRIZE DRAW FORM

Name:...

Address:..

Telephone Number:...

Machine Owned:..

NUTZ 2 YOU







- NEW GAME
- BY OCEAN
- MEGADRIVE

Ocean have gone into Sega overload, and set to hit the Megadrive in the next few months is a sequel to Mr Nutz. Set on a planet populated by game-programming chickens, a coffee drought has sent the fowl populace mad and they have invaded space to find their much-needed caffeine (look, I didn't bloody invent this). They eventually attack a planet called Peanut Place, but squirrel hero Mr Nutz is on holiday there and doesn't take kindly to their feathered intrusion. Spanning four continents and five bases, Nutz II takes the basic format of the first game and expands upon it by adding icons which allow Nutz to fly, turn into a ball of lightning and deep sea dive. Nutz' plan to liberate Peanut Place begins next month in our exclusive preview.

SHUT YER TRAP!

- UPDATED GAME
- BY DIGITAL PICTURES
- MEGA 32X

Digital Pictures made the surprise announcement of a re-release of Night Trap, to take advantage of the improved FMV quality offered by the Megadrive 32X. The game design and film footage remain the same, but the video window is larger, crisper and uses more colours. Out around March, it could well be the first 32X CD product. Night Trap is an amusing vampire catching game that has been Digital Pictures most successful to date.



MASKING TAPE

- NEW GAME
- BY THQ
- GAMEGEAR

US toy giant THQ are gearing up for their first Sega releases, and handheld owners should be gratified that the Game Gear will be a prime area of concern for them. Top licenses due in the first quarter of 1995 include The Mask — adapted from the Jim Carrey movie; Seaquest DSV direct from Spielberg's rather fishy-smelling deep sea soap opera; and a handheld conversion of Jungle Strike to be followed by Urban Strike!

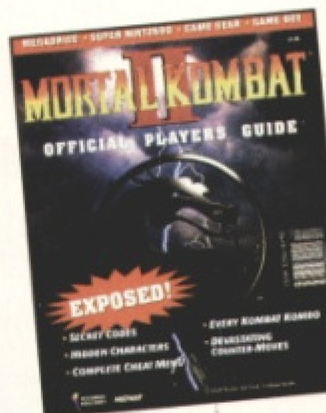




BOOK EARLY

- NEW BOOK
- BY US
- OUT NOW

Been given Mortal Kombat II for Chrimbo? Can't quite get the hang of Baraka's spark move, the Fatalities and all that stuff? Well, we've got the perfect solution as EMAP Images, the big company behind MEAN MACHINES SEGA has just released the most comprehensive guide to the Outworld you're ever likely to see. Oh yessiree. Mortal Kombat II: The Official Players Guide is fully endorsed by Midway (the chaps behind the MKII coin-op), and unveils every combo, move and cheat in every version of the game — so get your Super NES and Game Boy-owning mates to get one too. It costs a mere £4.99 and is available from all good newsagents. And several crap ones. Ho ho.



HARRY ON IN THE JUNGLE (CD)

- NEW GAME
- BY ACTIVISION
- MEGA CD

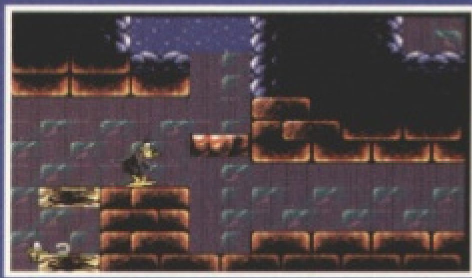
Hot on the heels of the 89%-rated cartridge version, comes Activision's Mega-CD update of Pitfall. Sporting a specially-recorded soundtrack, extra stages and footage from recent the TV ad as an intro, the CD looks and sounds a great deal better than the cart game. Sadly, we didn't have space to review it this issue, but if you're a Mega-CD owner make sure you get this. It's coo-ell.



FUZZY DUCK

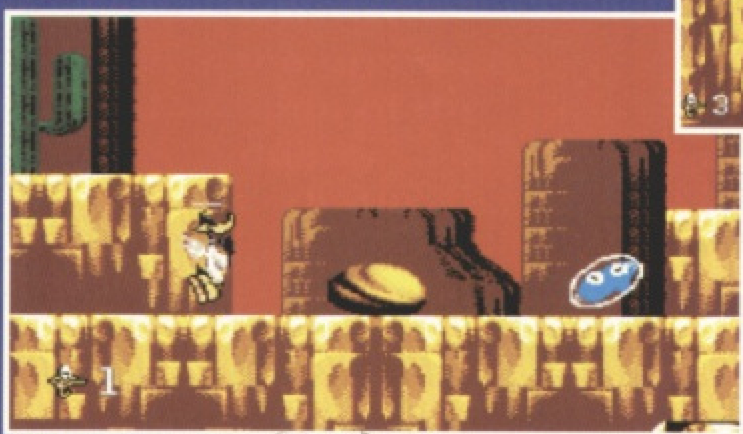
- NEW GAME
- BY SEGA
- MASTER SYSTEM







The Master System has been facing quite a bit of flak over recent months, with rumours of its demise coming from all corners. So it is only with a sigh of relief that we report on a brand new title for the console in the guise of Daffy Duck In Hollywood. Veteran developers Probe, the team behind the Megadrive version, have thrown the loudest Loony Tooner into a platform leaping japery set in Western and Haunted lands. Viva Master System! Just not for long, that's all...

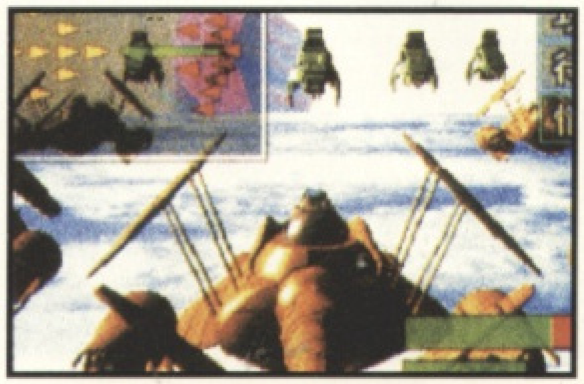


▲ ***Yes, Master System fans it's Daffy Duck for your little console. Enjoy it because in the New Year fresh releases are going to be rarer than Dodo poo.***

GOTHIC

- NEW GAME
- BY SEGA
- SATURN

At time of going to press, we were anxiously awaiting Sega's first Saturn shoot 'em up proper — Gotha. The 3D space-harrier type blaster with a bizarre bathtub like player craft is due out early in the new year.

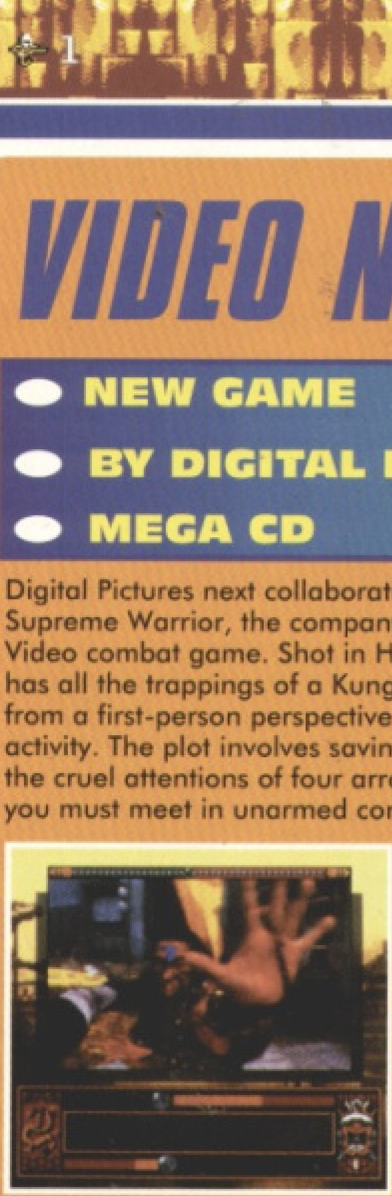


▲ ***This is the bit where Noel Edmonds appears with a 'Gotha Oscar.'***

VIDEO NASTY

- NEW GAME
- BY DIGITAL PICTURES
- MEGA CD

Digital Pictures next collaboration with Acclaim is Supreme Warrior, the company's first Full Motion Video combat game. Shot in Hong Kong, the game has all the trappings of a Kung Fu movie, but viewed from a first-person perspective and a degree of interactivity. The plot involves saving a quiet town from the cruel attentions of four arrogant warlords, who you must meet in unarmed combat. You block their attacks and time your own special moves. Directed by martial arts movie vet Guy Norris, and cast with medal-winning martial artists, Supreme Warrior looks set to be Digital Pictures most polished project yet.



SEND HER VICTORIOUS

- NEW MACHINE
- BY JVC

As planned, JVC have launched their own version of the Saturn: the V-Saturn. It's fully compatible with Sega Saturn, and the standard will be used by other manufacturers, including Hitachi, who helped develop the machine's chipset. The Saturn has gone down a storm in Japan, with a million launch sales. Details of expandability have also emerged, with planned keyboards, floppy and hard drives and modems, used in conjunction with a special Microsoft-developed operating system!



Virtua Fighter

1-2 PLAYERS

GAME TYPE
BEAT 'EM UP

PRICE	£50
BY	SEGA
RELEASE	IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 5
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
DEFEAT KAGE

ORIGIN
Ported directly from the arcade by the original designers — AM2. A classic created out of the classic one-on-one beat 'em up mould.

GAME BREAKDOWN



GAME AIM
Crush your eight opponents in 30 second bouts of Virtual Reality ultra violence.

Virtua Fighter

A massive hardware battle is about to be fought. In the blue and white corner is our pal, Sega and his new Saturn. To be honest, he faces more than one hungry opponent eager for a slice of video games market action. But the biggest and meanest of them is a newcomer to video games hardware, a serious newcomer. Sony's Playstation machine is set to sweep into Japan on a wave of media hype, weeks after the Saturn launch, and was in danger of stealing the limelight from the sexy new Sega platform. David had just one shot to stop the Goliath in its tracks. Wisely they loaded up Virtua Fighter in the sling.

The story of Virtua Fighter is incredibly short. The coin-op machine is barely a year old. When first shown, it astounded games critics, and they were judging it from an arcade perspective. Although the development team, AM2, had used the 1992 Virtua Racing polygon engine, clever programming gave a more fluid, cinematic feel to the game. Although the fighters were constructed wholly out of polygons, they came together seamlessly and convincingly, each with their own individual character and style.

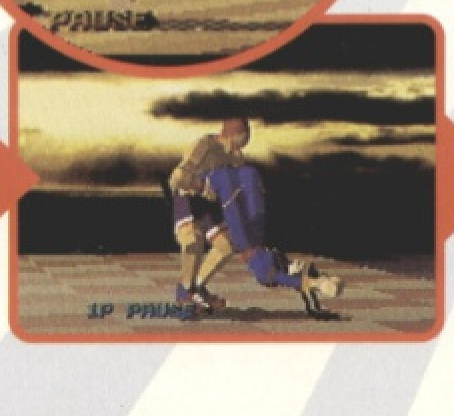
Nobody expected Virtua Fighter to be on home format within a year. But then, nobody expected Virtua Racing to pop up on the Megadrive. It has, and so too has Virtua Fighter, with the panoply of a home entertainment breakthrough. Sega announce the start of a 'new era' on their Saturn packaging. Virtua Fighter lays weight to that bold claim.









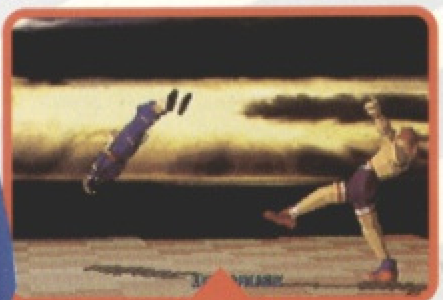


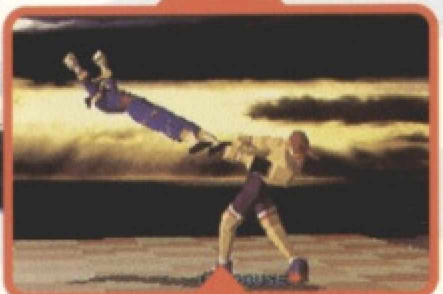




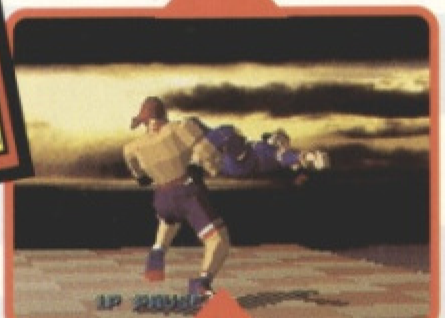
SHAPES THAT GO TOGETHER

The revolutionary aspect of Virtua Fighter is the technique used to construct the characters from thousands of geometric shapes or polygons. Unlike sprites or rendered images, polygons exist in three dimensions. Everything from Wolf's pecs to Sarah's swinging ponytail is polygon built, and moves with stunning realism. Slightly fewer shapes are used in the Saturn version, not that you would notice, but the game retains the impressive light-sourcing technique. This calculates the visual effect of a fixed light source, creating shadows and adding further realism. The most arresting use of this is on Sarah's 'disco floor' arena, where the fighter's features take on an eerie uplit glow.











MEGA GAME

DIMENSIONS IN VIOLENCE

Virtua Fighter is the first fighting game to be played in three dimensions. Bouts take place on a square 'mat', like those used in most martial arts competitions. The joypad's directional controls move fighters right and left, and for ducking and jumping. However, attacks like roundhouses knock your opponent around the play area, and both fighters instinctively position themselves in a combat ready stance.







COMMENT



GUS

Sega show they mean business. No one can touch them in the arcades, and now it seems the Saturn is set to cream the opposition in the home. Virtua Fighter is simply the most advanced console game created. It gleams in all its arcade perfections, glistens with its incredible compulsiveness, that sucks in any casual watcher like a Black Hole. The control response is magnificent and the things you can do with these guys and gals is bloody incredible, in super-smooth 3D animation. When blows contact they make you wince, a combo executed with flair can make you grin. It's the ultimate game for joypad poseurs. The meek may inherit the earth, but the Virtual world belongs to these mighty digital warriors. It's no cakewalk either, with weeks of learning technique to fight at the harder difficulty levels. However, the mainstay is the two-player game, which is so good, you're Saturn will be begging for a rest period during all-night 'winner stays on' sessions among friends. You don't have any friends? Pass it around that you have a Saturn and you can throw a party. Oh, happy New Year!

FIGHTERS' HISTORY

What you really want to see is the eightsome strutting their stuff. As each has a clutch of groovy specials, no one disappoints:

JACKY BRYANT



Everyone starts off thinking Jacky is dead cool, but after a fashion he comes across as a bit mince. And he has a weedy voice and a 'Limahl' hairdo.

NECK BREAKER DROP

Jacky hooks his arms round the victim's neck and throws them backward.

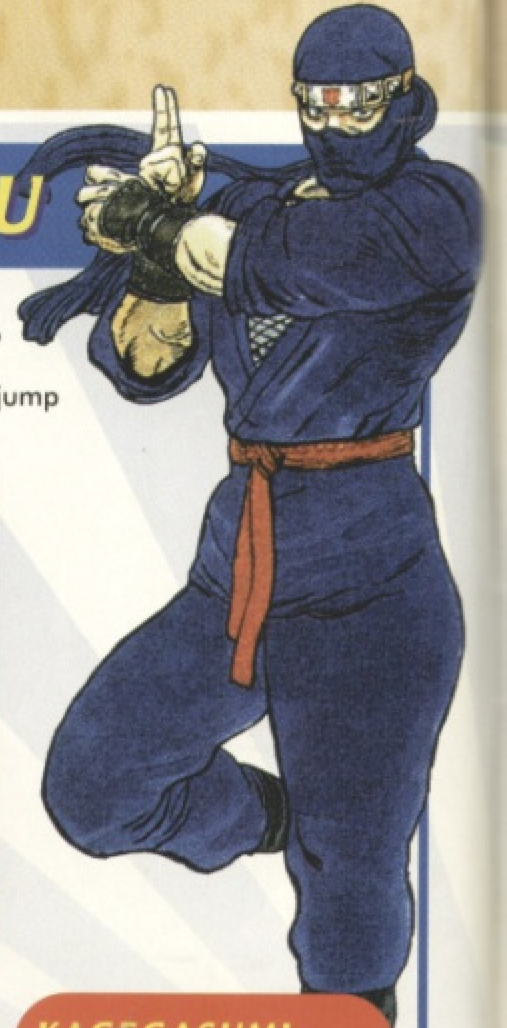


ELBOW SPINNING KICK

Jacky is fond of fist/kick combinations. This one delivers and elbow and spinning kick in quick combination.



KAGE MARU



The weirdo ninja and Power Ranger wannabe of the pack, who wears a mask and makes funny growling noises. He also tends to jump on to his head.

KOENRAKU

This you have got to see. Kage uses his leg to toss the opponent high into the air. If you time it right, he can add a finishing kick as the victim lands.



KAGEGASUMI

Borrowed from Judo, the 'Osotgari' is a leg-sweeping move used on an unbalanced, undefended opponent at close range.



WOLF HAWKFIELD

He daubs himself with Indian-style warpaint, but it still doesn't disguise the size of his nose and that silly ponytail.



DOUBLE ARM SUPLEX

As complex and tricky as it sounds. Wolf embraces his prey and throws them over his own back. The effect is pretty spectacular.



AXE LARIAT

One of the few techniques with no known defence. Wolf makes a dashing motion with his arm aimed firmly at the target's throat. Pass the strepsils!



JEFFRY MacWILD

The outback wrestler with the way out personality. His penchant is for close physical contact, and back-breaking tosses.



POWER BOMB

Tricky to pull off, as the opponent must be crouching, but a spectacular aerial throw is the reward for clever timing.



IRON CLAW

One for sickos. Watch our Jeff grab the victim by the face in a Darth Vader style throttle.



ACCESS ALL AREAS

Virtua Fighter comes on CD-ROM, the format intended for most Saturn games (although the machine has a cartridge slot). A previous flaw with CD is the considerable delay while the disc is accessed by the CPU. The Saturn avoids the worst excesses of this with a double-speed drive, and Virtua Fighter is notable for its extremely snappy access, and minimum interruption between rounds, making access not an issue.

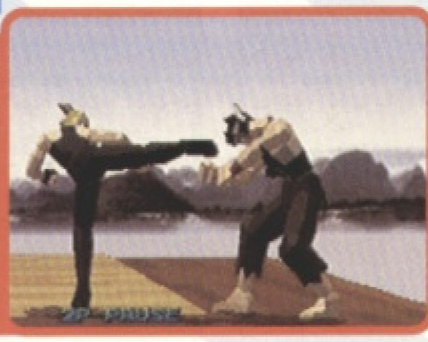
SARAH BRYANT



Jacky's sis has learned a few of his tricks, but if anything she's meaner (and, frankly, a bit tastier).

ILLUSION KICK

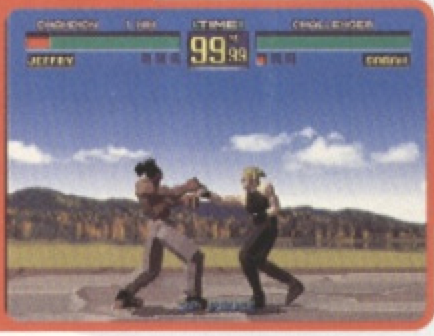
Years of aerobics have gone into this one. Sarah executes not one, but two exceptionally high roundhouses in quick succession.



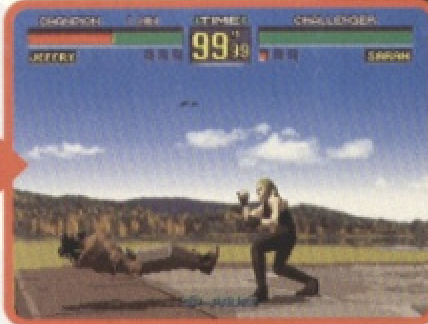


COMBO-RISING KNEE

A nasty combo attack of stunning punches and then a knee aimed right at the face with full power.







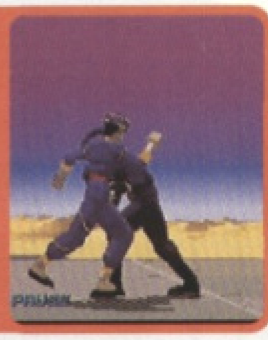
PAI CHEN



She's pigtail cute, but don't be deceived. Pai is lightning quick and has inherited the vicious streak of her father, Lau.

TENCHI TOHRAKU

A close range throw that happens at a bewildering pace. Pai grabs the opponent's head, then makes a deliberate fall to unbalance them.





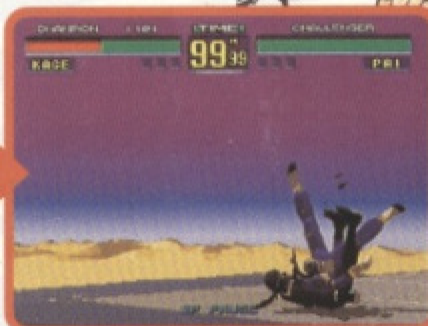


SENPUU ENSHIN

A trip throw, similar to Kage's. Pai may react differently by grabbing a kicking opponent's raised leg and using it for leverage.







AKIRA YUUKI



Yuuki by name, but he's the one who gets Pai's and Sarah's polygon knickers all moist. He's pretty laddish in action, too.

RIMON CHOUCHUU

This one's pretty nice. What people like to call 'The Gun' — the lethal weapon is Akira's body and the bullet is his elbow.



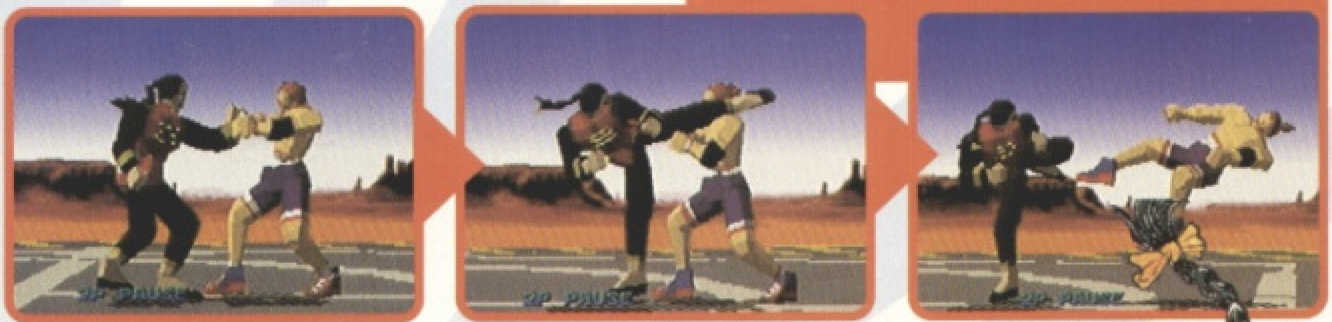


LAU CHEN

Pai's father, who bears an unfortunate resemblance to Terry Thomas or any other moustachoied baddie you might care to mention.

RENKAN TENSHINKAYU

Sounding like something from the Cantonese section of your local takeaway menu, this describes a triple punch and spinning rounhouse combo.



TENSHIN HAINSHOU

The sort of move where the victim requires a brain scan afterwards. Quick grab to the throat, jump and dash that skull on the paving as you lan`





COMMENT



STEVE

This is the most instinctive and playable beat 'em up I have played, and its realism is only matched by its addictive qualities. With combos to rival Street Fighter, VF adds to this with cheeky moves — you can juggle an opponent with a flurry of punches! Each character has a variety of fighting skills, and the short time-limit adds a real feeling of excitement to the proceedings. This is a stunning game with TV-style camera panning and light-sourced shading, and couples it with action which could have Street Fighter any day. The Saturn couldn't have got off to a better start, as VF proves that arcade perfect conversions are no longer a pipe dream. Brilliant.

RENKANTAI

Well, every martial arts fest has to have its jump kicks, and Akira's combo provides a face full of the things.



HATS OFF!

'Clocking' the game by vanquishing the mysterious Dural, reveals a hidden progress mode and activates minor hidden features of the coin-op. These include the neat touches of Pai's hat being knocked off in a heavy flurry of blows and some interesting new moves.



GRAPHICS — 96

▲Consoles have never before experienced the animation and dynamism of the characters here. If looks could kill this game would be Charles Manson.

SOUND — 94

▲Digital sound of better clarity than your average FM station and bone-crunching FX.
▼Some of the tunes are a bit sappy

PLAYABILITY — 97

▲Yes! yes! yes! That's a playability orgasm if you didn't know. This stains the lilly-white sheets of combat gameplay forever.

LASTABILITY — 91

▲It's calibrated to be enjoyed by hesitant beginners and heavy duty gamers alike. A classic.
▼Solo play just doesn't do the game full justice.

VFM — 95

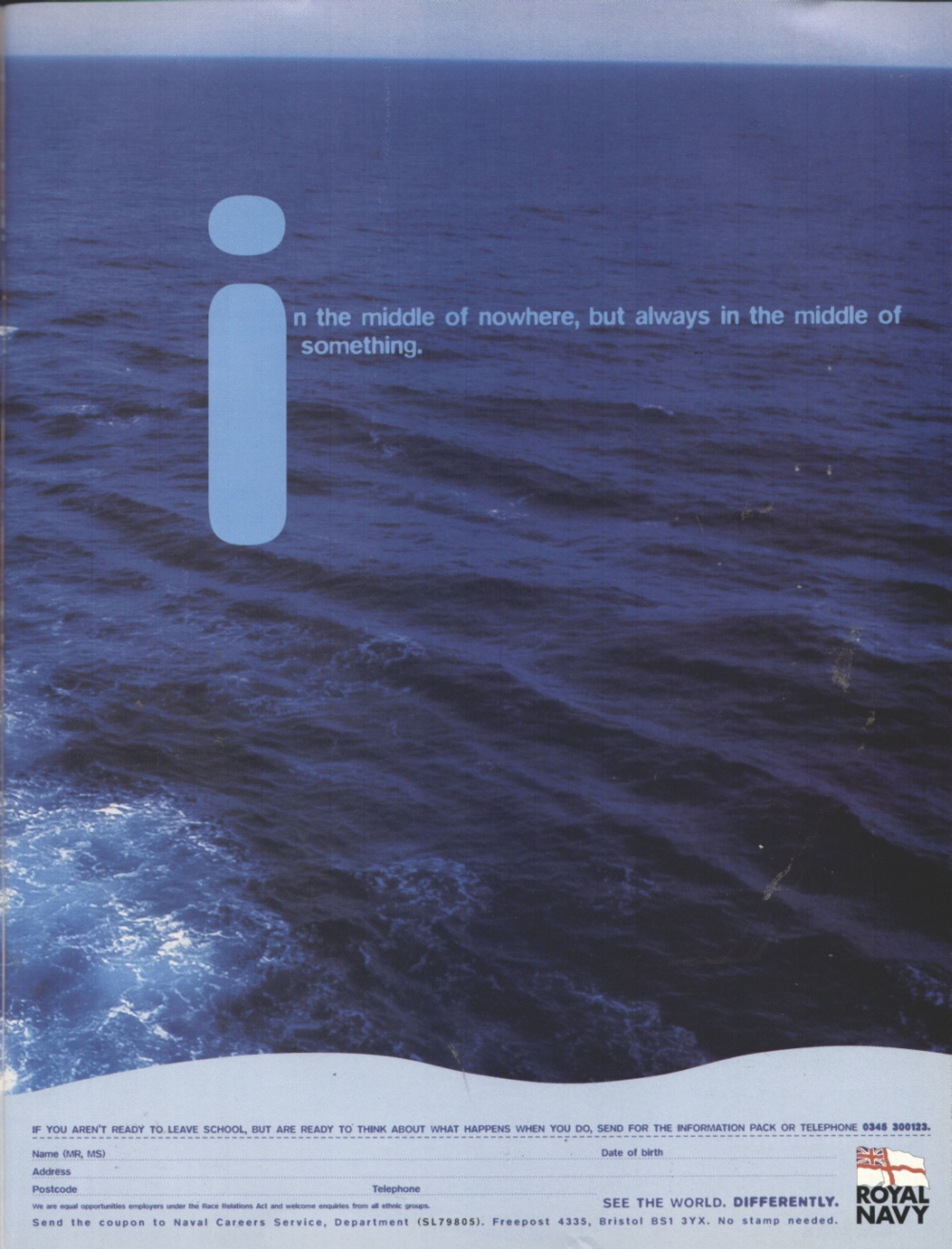
▲Even taking the Saturn into account, this is a £6000 arcade game in perfecto for gawd's sake!

OVERALL — 96

Really not crap at all. Utterly stylish, utterly playable, totally brilliant, totally total.



Every day in the Royal Navy redefines the word 'busy.' To start with there's the training. In the middle there's the training. And to end with, yes, there's the training. It's intensive, certainly. But we're not too proud to admit that half the point of joining the Navy is to be well qualified when you leave. However, the brain isn't the only part of your body you'll get the chance to develop. There's diving, sailing or canoeing. Even on-deck volleyball (no, you don't have to fight the sharks to retrieve the ball – it's on a chain). Compare what we're offering with the other jobs you'll be considering. At sea, you might be in the middle of nowhere, but at least you're going somewhere.



in the middle of nowhere, but always in the middle of something.
IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.
Name (MR, MS)
Date of birth
Address
Postcode
Telephone
We are equal opportunities employers under the Race Relations Act and welcome enquiries from all ethnic groups.
SEE THE WORLD. DIFFERENTLY.
ROYAL NAVY
Send the coupon to Naval Careers Service, Department (SL79805). Freepost 4335, Bristol BS1 3YX. No stamp needed.

WIN A SATURN!

COURTESY OF VIC TOKAI AND KICK OFF III!





How do you fancy owning one of the first Saturns shipped over to good ol' Blighty? Yeah, thought so. Well, to celebrate the recent release of Kick Off III for the Megadrive, Vic Tokai have put one of the 32bit wonders up for grabs — including the Virtua Fighter CD! Kick Off III takes Dino Dini's code one step further with the addition of a horizontally-scrolling pitch and larger sprites, and features more options than its predecessors. Still enough of this chitchat, you want to get your hands on this wonder machine, and here's how. Listed below are three multiple choice questions regarding UK footy teams. Using your planet-sized brains you've got to answer all three and put them on the back of an envelope. Then just pop it in an envelope and address it to:

SATURN-DAY NIGHT TRA-LA-LA-LA-LA COMPO, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

NEVER MIND THE BALL LOCKS!

WIN 32XS AND PSYCHO PINBALL GOODIES!

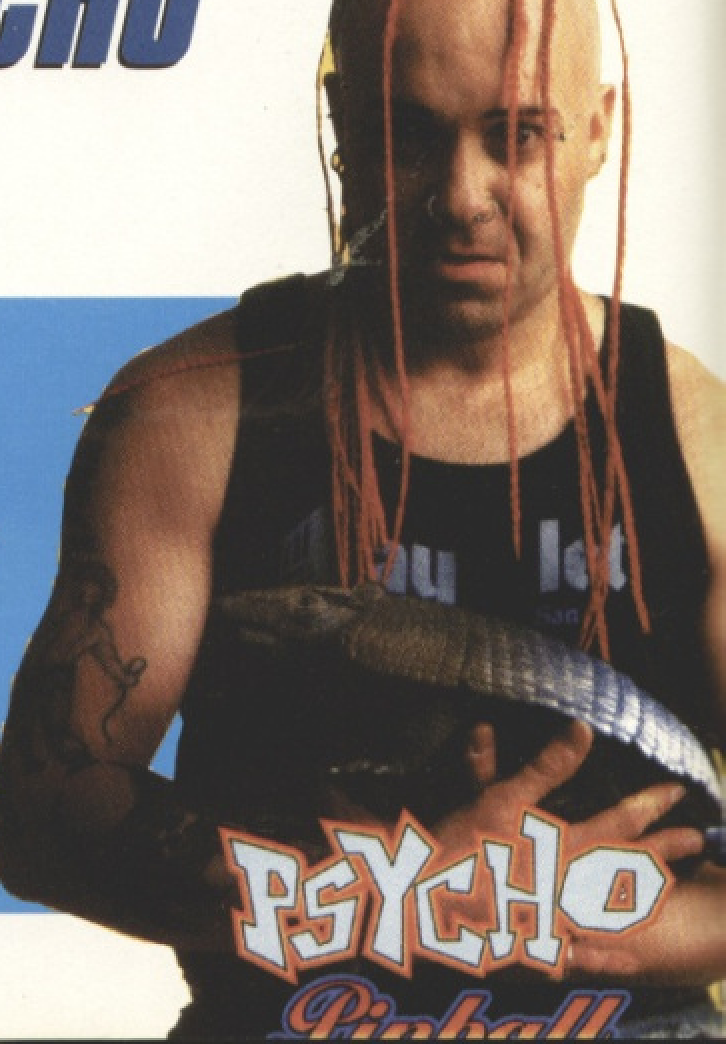
AGE CATEGORIES:
1. 10 AND UNDER
2. 11 TO 16
3. OVER 16

PRIZES
There is one main prize winner in each category, with one Ultimate winner picked from the three main prize winners. There will also be six more runner-up awards (two for each age category).

ULTIMATE WINNER
Sega 32X
Psycho Pinball MA2 Jacket (1 of only 10)
Psycho Pinball top
Psycho Nation album
Micro Machines 2 despatch bag
Codemasters pin badge

MAIN PRIZE WINNERS
Sega 32X
Psycho Pinball top
Psycho Nation album
Micro Machines 2 despatch bag
Codemasters pin badge

RUNNERS UP
Psycho pinball top





1. Name Blackburn's goal-scoring duo. Is it:
A. Best and Law.
B. Sutton and Shearer.
C. Sooty and Sweep.

2. Who is said to be 'fat and round and always on the ground'?
A. Gazza.
B. Julian Dicks.
C. Eric Cantona.

3. Who manages Newcastle?
A. Terry McDermott.
B. Phil Parkes.
C. Kevin Keegan.

All the usual compo rules apply, and entries must be in by February 27th.



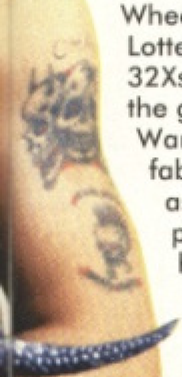


▲ *Someone's scored in KO3. If you get a Saturn you won't be interested in scoring — you'll be sitting at home on Saturday nights playing with Sarah.*



Never, in the humble opinion of this comps minion, was a game more aptly named than Psycho Pinball. Codemasters have done the devil's work in producing the most wicked way of misspending your youth, while never leaving your bean bag in front of the telly. There was no doubt in the crew's mind that this is the best pinball game you can get, which explains our glowing review in issue 26. If anything we would want to revise our ratings upwards!

In any case, Codies are so chuffed with creating a new underclass of dribbling pinball maniacs, they're running a compo, with prizes to rival Wheel of Fortune or the National Lottery! Not one but THREE(!, again) 32Xs are up for grabs, courtesy of the generous gentry of deepest Warwickshire, plus a host of fabulous Psycho goodies, as modelled by scary pierced types from hardcore bands like The Exploited.



To get your mitts on them, we want you to design a special MEAN MACHINES-themed Psycho pinball style table. What you put in is up to you, but it should scream MEAN MACHINES at us, sweetie, and it would be a smart (and possibly prize-winning) strategy to use some familiar pinball features, like droppers, bumpers, flippers (natch) and multipliers. Feel free to add explanations and captions to your diagram.

Stick your ideas on an A4 size sheet of card or paper and send it to us, to arrive not later than 1st February. State which of the age categories you fall into (no fibbing!), and send to:





PSYCHO'S FLIPPED ME COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We'll print a selection in a future issue. Winners will be notified in due course, and the magazine's standard competition rules apply.

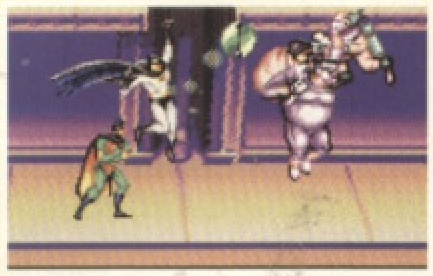
WORK IN PROGRESS

The Adv
BATMAN

The laughing stock of the super hero community from his baggy-tights-pants-on-the-outside days, Batman is hitting back with style, panache, and help from his sidekick, the one and only Boy Wonder, Robin. The past couple of years have been a bit on the average side when it comes to Brucey and Dickie on console. Somehow they never quite made it into the nineties with Tim Burton's vision of the Dark Avenger. But with the recent success coming from the all new animated series, it seems at last Batman and Robin have once more found their niche in popular crime fighting action – a niche that is due to be converted to Megadrive owners across the Batlas!

Over the past decade or so, standards in animation have dropped owing to a demand for quicker turnover and attempts to get away with less frames per second. That was until a quantum leap in terms of animation and style happened. Batman: The Animated Series took the Batman legend directly from the DC comics of 1940's and 50's. The combination of heavily stylised illustration and all of the classic Gotham criminals and their weekly episodic schemes to take over the world, has captured the attention of a cartoon weary public.In this light Sega have joined forces with a programming outfit calling itself Clockwork Tortoise, both of who hope to translate the success of the TV series to the Megadrive.

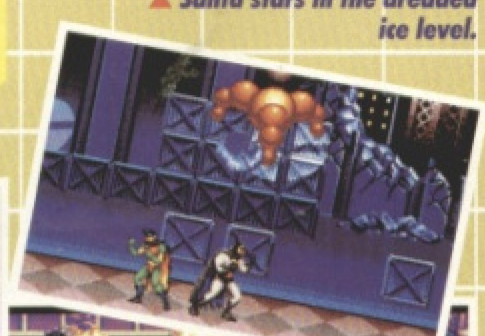
PROJECT
BATMAN AND ROBIN
PUBLISHER
SEGA
INITIATED
APRIL '94
RELEASE
MARCH '95
FORMAT
MEGADRIVE
DEVELOPERS
CLOCKWORK TORTOISE

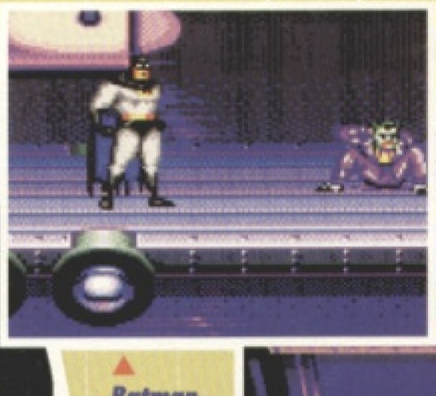


▲ *Come back here chubby, and feel the full wrath of my bat-balloons!*



▲ *Santa stars in the dreaded ice level.*





▲ *Batman farts · and his tights swell.*





entures Of & ROBIN

PASS THE BAT SHARK REPELLENT, BOY WONDER

Richard Grayson AKA Robin the Boy Wonder has been somewhat amiss from Batbod's Megadrive and Mega-CD outings. A trusty, if not sometimes hotheaded youth, Dick is always at hand to fight crime and translate the odd print out from the Bat computer. More often than not the weak link in the dynamic duo's 60's TV series, ending up in deep trouble and requiring help from his partner, Robin from the animated offering is far more independent and plays a more equal role in the team. In fact, in a twist of fate, Robin frequently ends up helping out the Capėd One. Not one to miss out on the self-suffiency lark, the Boy Wonder's new found confidence means, in gameplay terms, that he gets stuck into the action in the guise of player two.





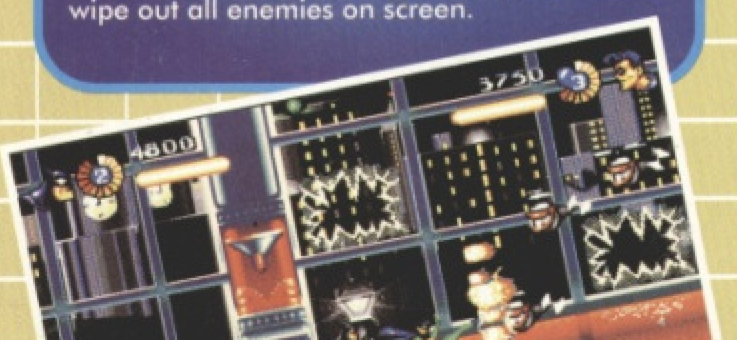


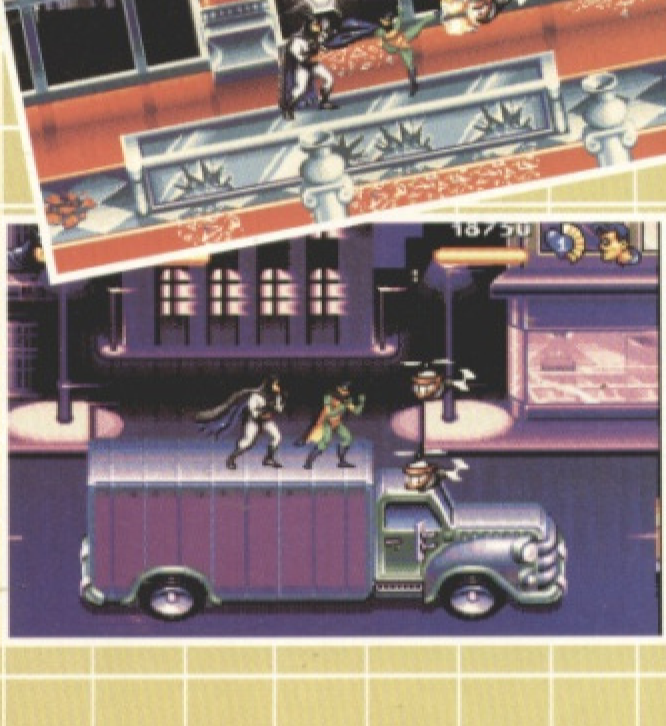
HOLY POWER-UPS

The pair's main line of defence lies in the unlimited supply of Batterangs and buzzsaws they hold in their stockings. These flinging wonders can be charged to release a special weapon, but to pack more power to the blizzard of projectiles, the pair can also pick up some rather tasty morsels in the form of power-ups. Your run-of-the-mill double fire ability is up for grabs, but far more effective is the death's head that makes an appearance to wipe out all enemies on screen.



▲ *Hmm, what was in that Bat-Tea?*

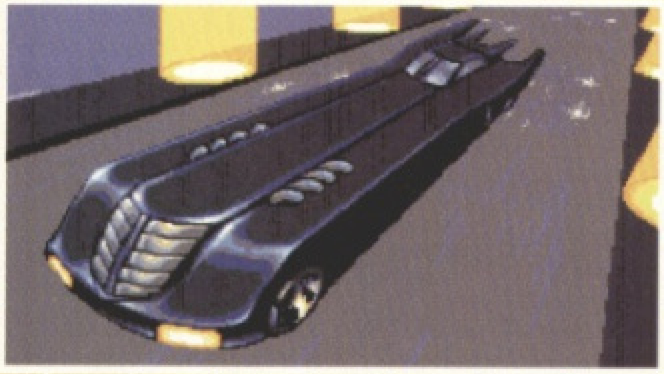




THE SIGHTS AND SOUNDS OF GOTHAM

Lifted straight from the Animated Series, the levels within the game capture the high points and low points of the streets of Gotham. From the first level onwards, inventive use of perspective is clearly the order of the day. In a style similar to Zyrinx's Red Zone, the programmers have set the buildings and platforms at an unnatural angle to create the illusion of height in the game. An even more impressive use of parallax is during the dogfight over the skyscrapers of Gotham. In this section the traffic continues to roll beneath the be-winged pair as they confront armed enemy forces.





▲ *Batman pulls up to the premiere of 'Carry On Batting'.*





▲ *Robin was always quick to impress with a quick jiving two-step.*



▲ *The lengths people will go to get Power Ranger toys...*

JUMPING NARRATIVE

Similar in style to an episode of the cartoon, the plot centres on the evil Mr Freeze and his bid to make the planet a cooler place to live. A master of invention and dastedly megalomaniacal schemes, Freezy-babes has devised the ultimate weapon, the Ice Cannon. But with the weapon nearing completion, Freeze has heard that the Bat and the Boy are onto his case and intend to stop him at all costs. To scupper the duos plans Freeze has organised a welcoming party from the most villainous and evil criminals to escape from the Arkhum Assylum and stall the saviours of the planet. Can the masked crime fighters head off the Joker at the pass? Can the boys in tights put an end to Mr Freeze's chilling global cooldown?

BAT-A-GORICAL

A Bat for every generation? It seems to be the case when you cast an eye across the Bruce Wayne history books. Beginning life as a comic strip hero in DC comics, the Caped Crusader made a peculiar graduation to a weekly TV series on the American network. It was like nothing before — and I mean nothing before! Starring Adam West and Bert Ward the programme was nothing more than a mishmash of thin plots, appalling fight sequences, and totally tacky comic strip style 'biffs', 'pows', and 'thwacks'. In other words, a guaranteed success! For the generations of the sixties and seventies this was the Batman they came to love and know. This camp crusading action all came to an untimely end with the arrival of Tim Burton's dark and gothic Bat with an attitude swooping across the Gotham skies seeking revenge for his parents' death and decreeing a look for the eighties. The stylised approach to the Batman has now been taken a step further with the animated series. The freedom of the format has allowed storyliners and designers alike, the chance to cover more elaborate and adventurous ideas, and the return to the DC traditions sees the rebirth of many of Batman and Robin's greatest foes. A perfect example of this c seen in the forthcoming Batman Forever movie where Val Kilmer steps into Michael Keaton's Bat-boots and takes on Two-face and The Riddler — the latter of whom is played by 'The Mask' himself, Jim Carey.



▼ *'You'd jump at your own shadow,' were Batman's final words...*

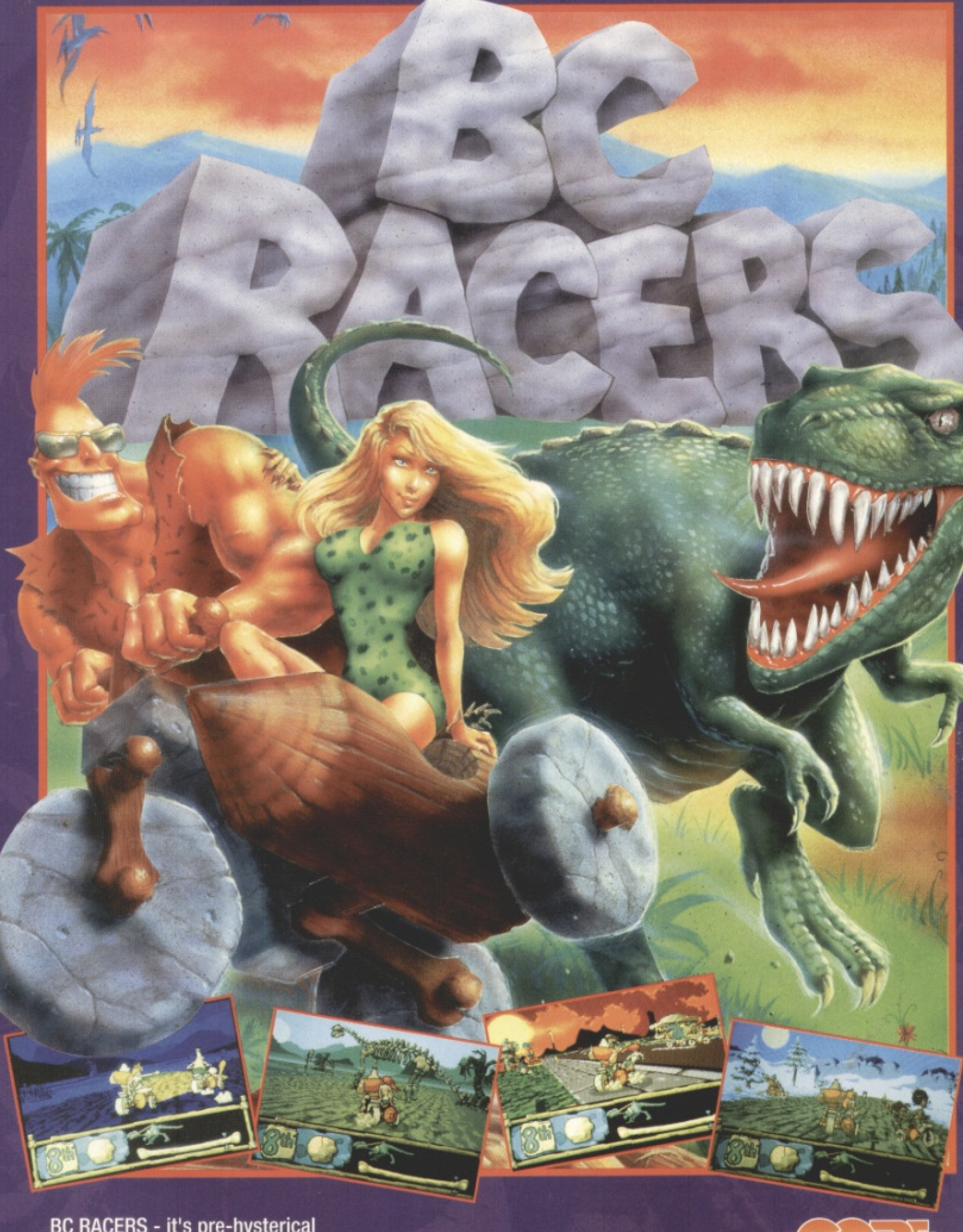




▼ *Behold the mighty Kinder Egg of Demorragah!*







BC RACERS - it's pre-hysterical
Cool n' crazy CLIFF ACE is gettin' in some quality time with his cave-babe ROXY as they speed n' smash their way on a dino-powered dirtbike through 32 howlin' heats in a madcap, 3D, cartoon race against a hardrock host of rocky racers! Up to 2-players.

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STRIKER

Just when you thought you could put your knobbly boots away forever, ANOTHER football game pops up for the Megadrive. But Rage Software and Sega were keen to show Gus that Striker is 'something different'.

Okay, you've got FIFA, you've got Sensible. What more could you possibly want? Right, you've a fetish for Japanese text and four-taps, so you get J-League on import, but surely that's your lot? Well, Rage aim to persuade you otherwise with their 16MEG conversion of Striker, ported from our friendly rival, the Super NES. Things have moved on a bit since the original Striker appeared, and indeed since Rage produced their first Megadrive approximation of it, 'Ultimate Soccer'. Sadly, that title didn't quite live up to the title (if that makes sense). But Rage have put that squarely behind them, emphasising that Striker is programmed from scratch, with an all-new engine and freshly researched teams.





Developed between Rage's familiar Scouse HQ and the 'secret development centre' in Chiswick (whoops! sorry lads — cat's out the bag), Sega have been throwing their own ideas into the mix, particularly about the evolution of a multi-viewpoint game engine, that lets you switch between three camera angles during the game.





Rage are convinced that Striker has a ready-made niche; from those who know of the Super NES game's high reputation, and those put off by FIFA's over-complications and Sensible's shortcomings. Striker is being feted as a 'good crack' with simple controls and a good playing feel. Sega are confident of success, with Mega-CD and 32X versions already off the drawing board.



PROJECT
STRIKER

PUBLISHER
SEGA

INITIATED
MARCH '94

RELEASE
FEBRUARY '95

FORMAT
MEGADRIVE

DEVELOPERS
RAGE

CHIP SHOP

Rage's aim is to keep the gameplay simple and 'arcade-like' but also allow for some sense of strategy. As such, controls are single button presses for chip shots, blasts and short passes, but the difference between a short tap and a long press is quite pronounced. Also, the ball is heavily affected by aftertouch, a feature you quickly use to your advantage. I was told the effect had even been reduced from earlier versions, when banana shots of almost 90 degrees were possible! Changing selected players when not in possession is a feature that has been moved from direct player control to the CPU, freeing up the controls for more shots. As defenders, tackling, intercepting and stealing is easier to accomplish than just about any other footy game.

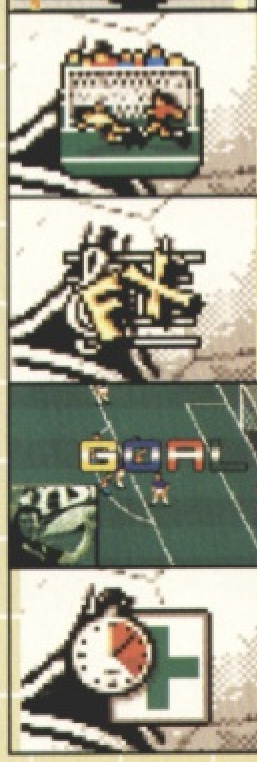
BUT DO THEY HAVE CREWE ALEX?

Logging masses of obscure teams seems to be the trend in footy games, and Striker follows it. Over 340 have been inserted. Mags, anthologies and yearbooks provided information on league teams of eleven nations and all the main International teams. Because of licensing details, the names of the teams have been changed — eg. 'Glass Palace' — but connections should be made quite easily. All teams may be customised, with your own saved to the battery back-up. For the intended Mega-CD version, a mind-boggling 200,000 team roster is suggested! This should ensure it passes Rad's proclaimed acid test of any footy game worth its salt having Crewe Alexandria (or equivalent) programmed in.









THE CUSTOM-ER IS ALWAYS RIGHT

Despite stressing the knockabout aspect of Striker, it appears not to be shortchanged in the options department. These come in two main groups — a vast pile at the front end for game customisation and in-game options affecting play strategy. Rage had also considered some deeper management options, but decided Striker wasn't suited to those sort of features, which would make it slower and less accessible. However, they were hinting that a management Striker is not outside the realms of possibility. Read future MEAN MACHINES for details...

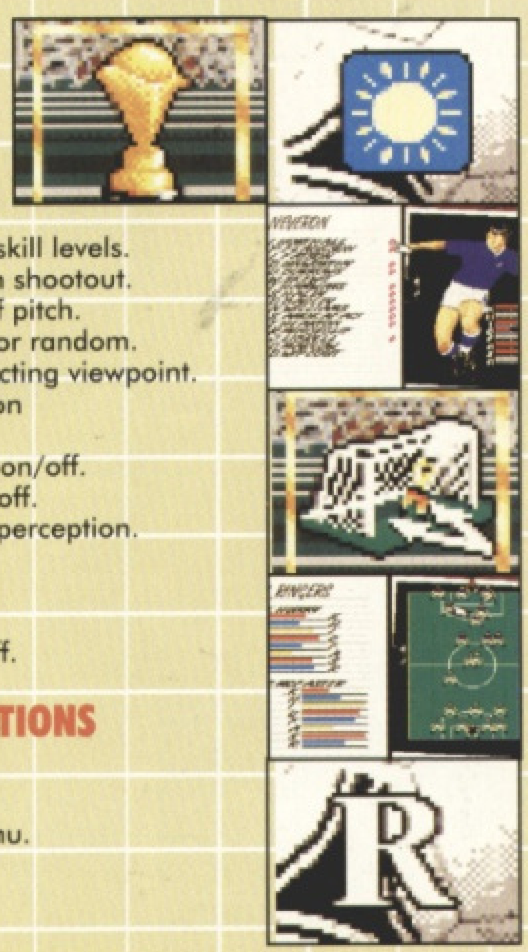






▲ AOT antics for a slick scoring strategy.

FRONT END

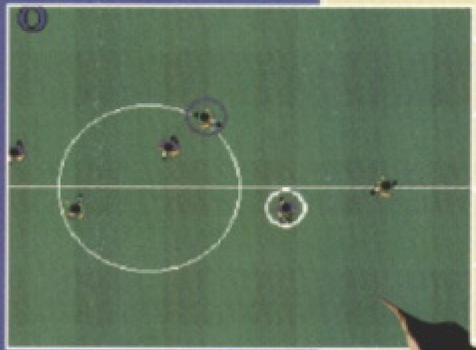


Select length of halves.
Extra time on/off.
Injury time on/off.
Select from three skill levels.
No. of penalties in shootout.
Grass or astro-turf pitch.
Weather: 4 types or random.
Fixed or auto-selecting viewpoint.
Team customisation
Control setup
Professional fouls on/off.
Backpass rule on/off.
Referee's level of perception.
Exhibition game.
League game.
Knockout game.
Auto Replay on/off.

STRATEGY OPTIONS

Team coverage.
Man marking menu.
Subs.
Formation.

THREE WAY ACTION



Viewpoint variation debuts in Megadrive Striker. The standard view is the familiar 3D, with play scrolling up and down the park. The alternatives are a side-on viewpoint, like the one favoured in Tecmo World Soccer and Virgin's European Club Soccer (if you can think back that far). Finally, an overhead cam shows the pitch as a plan view. This is a bit tricky to play on for long periods, but is useful for set-pieces like throw-ins and goal kicks. There is an option to switch to the overhead view automatically for these, and the top buttons on the six-button configuration allow instant switching, Virtua Racing style.

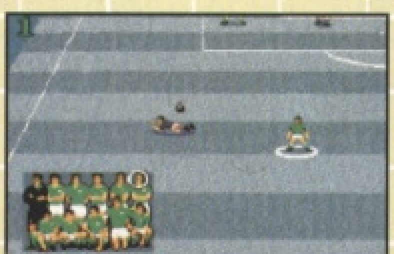


Striker is yet another of those games where the Super NES' Mode 7 had to be converted into Megadrive software 3D (see the Street Racer WIP in last month's issue for more on the topic). It looks like there have been no major difficulties, with the display running at 50 frames per second: "as fast as is humanly possible on a UK machine". However, some of the textured detail on the pitch had to be lost, the indoor pitch had to be rethought, and now has a bare gymnasium look. Rage are already working on the 32X version, which will have no problem scaling with its twin Hitachi processors. Rage are already talking about 'astounding' visual effects on the upgrade. 32X Striker is scheduled for a Spring release.



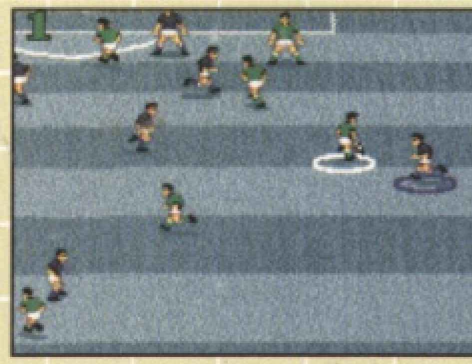












▲ *Rings on their fingers? Two players invade each others personal space.*





SOMETHING FOR SATURDAY

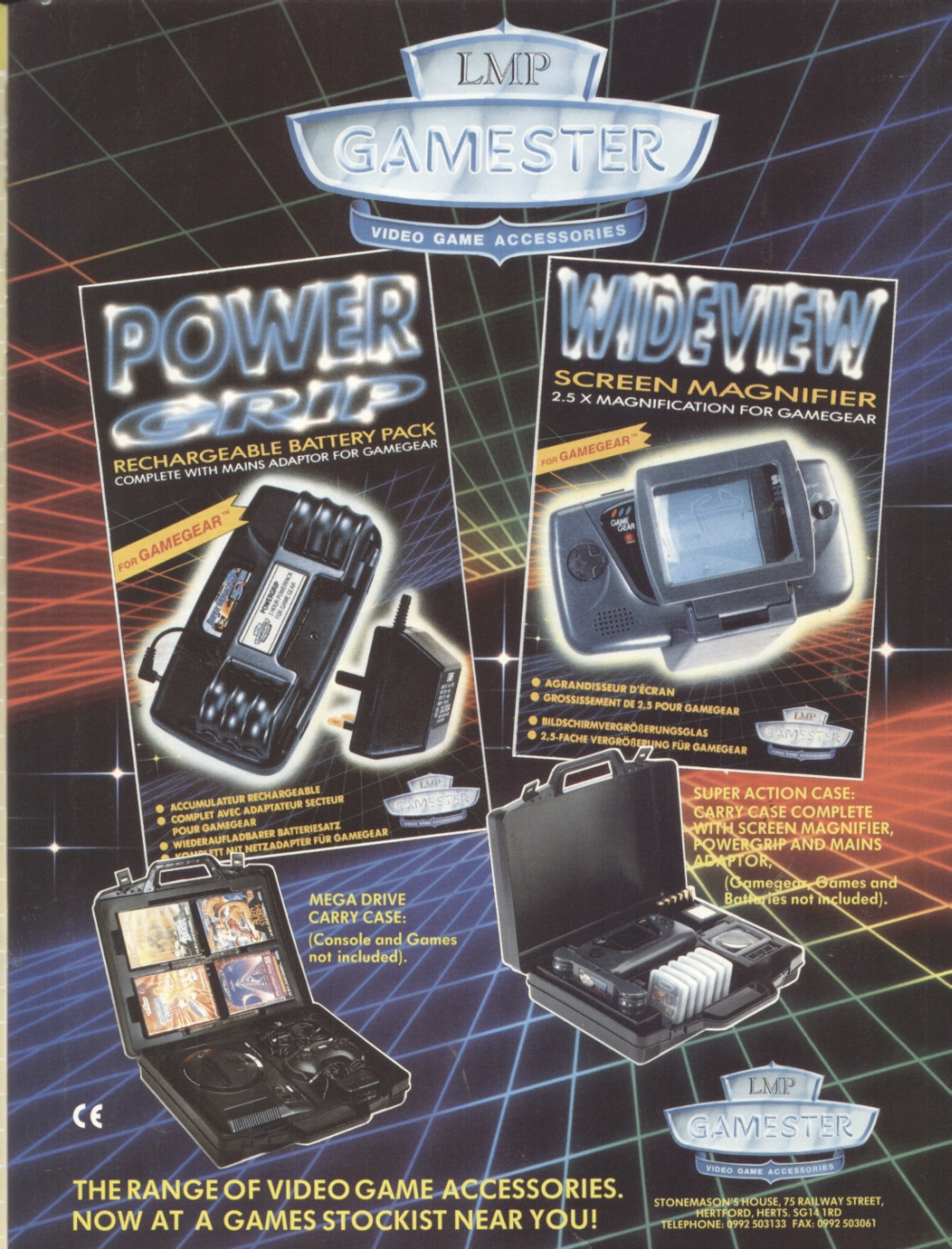
Part of the philosophy in creating Striker is of 'reward for the player'. Rather than be faced with a simple 'you have won' screen, there's an substantial end sequence to the game, part of which that took a surprising amount of memory and a few late night sessions. In the same spirit is the brilliant hidden tabletop football game which, as is often the case with hidden games, is almost as compulsive as the main program.







▲ *Games action ahoy in this action packed screen shot*


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1 PLAYER	RELEASE	MARCH
	BY	ACCLAIM
	PRICE	TBA
	GAME TYPE	SHOOT 'EM UP
	PERCENT COMPLETE	

CORPSE KILLER





'When there is no more room in heaven and Hell, the dead will walk the Earth.' So went the intro to George Romero's classic Zombiefest, Dawn Of The Dead, which continued the notion of the dead rising to eat the living. In keeping with this grisly theme, Acclaim have taken the zombie mythos back to its Caribbean roots as, alongside new stable-mates Digital pictures, they unleash the fully-FMV voodoo hijinks of one mad scientist, Doctor Hellman, and his recently-revived army of the undead.

Set on the verdant island of Cay Noir, the player is cast as a tough marine parachuted on to the island in search of Hellman. Armed with a large gun and ably assisted by your rastafarian driver Winston, and a female investigative reporter called Julie, the basic aim of the game involves locating Hellman's base whilst fending off constant attacks from the zombie hordes. Just to add a time element to the proceedings, though, the game intro sees the player being bitten by a zombie and the spreading infection means that locating Hellman and the cures he holds is more important than ever.



▲ ***This is one of the captured marines. Hello Sailor!***

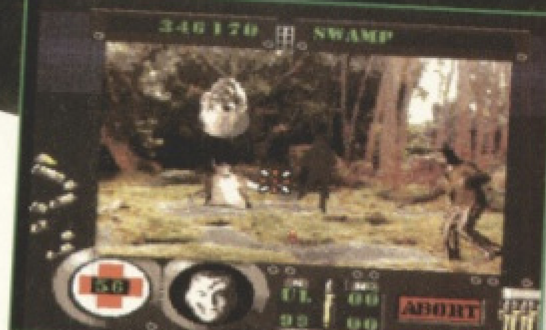


▲ ***Cay Noir's equivalent of the M25. Only better.***

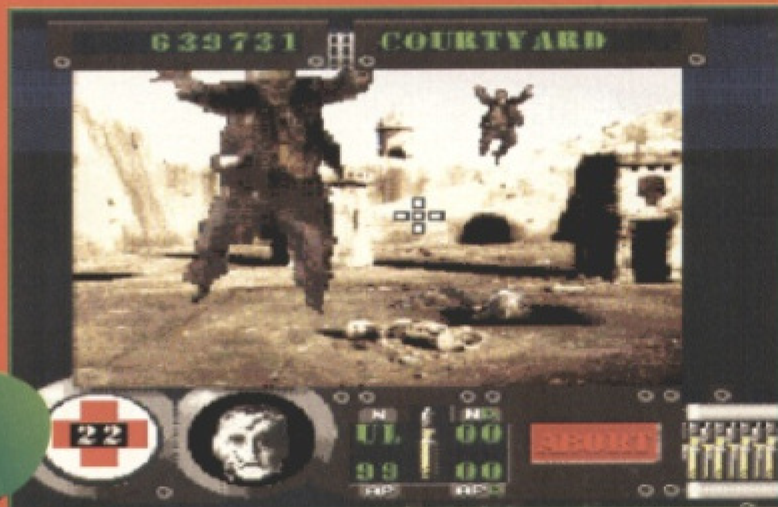
"SHOOT 'EM IN THE HEAD, MAN"

Corpse Killer's action sequences take the form of an Operation Wolf-style blast set against a series of horizontally-scrolling FMV locations. As the screen moves from left to right the player has control over a crosshair sight as the digitised zombies trundle from every opening. Pressing the A button sparks your trusty gun into life and the zombies are picked off one by one. However, anyone familiar with zombie films will be surprised that Corpse Killer's undead are a little more inventive in their means of attack. For instance, there are Mary Poppins zombies which fly towards you, others which lob skulls and grenades, whilst others are shadowy figures which, if shot, kill eveything in the vicinity — how kind of Hellman to invent a Smart Bomb Zombie! Should any of these shambling creatures breach your defences, though, a small face icon at the bottom of the screen deteriorates until the player is dead.



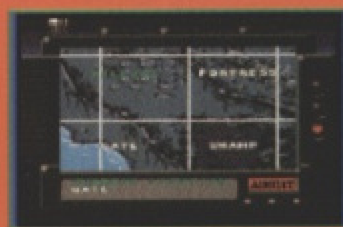






▲ *Chim chiminee, chim chiminee, chim chim cherooga!*





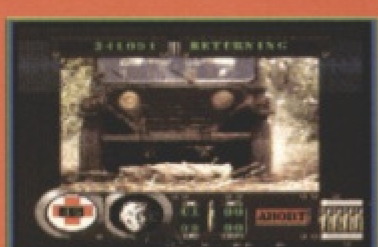
THAT'S HANDY

Every marine is given a Datapod system which offers handy info on any aspect of the people and island, and can be summoned at any time. Similarly, in addition to your trusty gun, extra weaponry such as armour-piercing bullets, Datura bullets which kill zombies instantly (Datura in its raw form also acts as extra health), a Ju-Ju stick to fend off the Black Magic zombies, and assorted bones which Winston uses in his weird incantations. Similarly, the rare Hanja root can be used to double the effectiveness of Datura bullets.

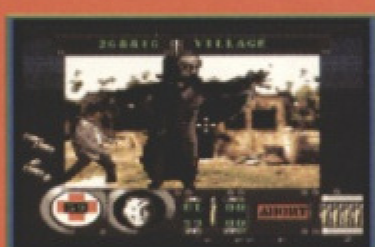




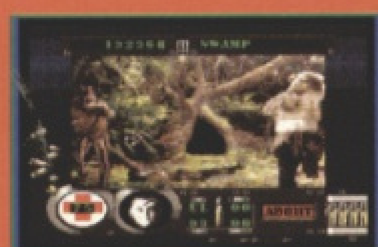




▲ *Jeep thrills*



▲ *You have displeased me Solitaire!*



▲ *Aiieee! Attack of the shell suit zombies!*

WELCOME TO CAY NOIR

As ever, Digitial Pictures have gone to town to make Corpse Killers as close to being a movie as possible. Between the scenes of indiscriminate zombie shooting, you are kept abreast of the plot via a series of interludes starring the heroes and villains. You will be watching...



WINSTON: Came to Cay Noir in search of treasure, but ran slap-bang into the middle of the uprising. Acts as your driver and is well-versed in the ways of Voodoo. Still keeping an eye out for that treasure, though.



JULIE: Stumbled across a plan to use the undead as slave labour whilst working in Washington. Her journalistic trail lead her to the island where she learnt Hellman had gone off the rails and was now making the zombies work for him. Desperate for the scoop that will send her into the big-time.



DR. ELGIN R. HELLMAN: A necrobiologist who headed the Pentagon's research team looking into life after death and its uses. Due to reasons unknown he was thrown out of the department, and disappeared — until the recent events on Cay Noir, that is.



MAGLIANO, FLEMING, DUFFY: The first members of your unit to parachute on to the island. They have been captured by Hellman and are currently being held as hostages — although he's more than willing to add them to his his growing army.



1 PLAYERS	RELEASE	MARCH
	BY	SEGA
	PRICE	TBA
	GAME TYPE	SHOOT "EM UP
PERCENT COMPLETE		

They wear spandex body suits. They own shiny coins that transform them into dinosaurs. Together they can morph into a giant transfomer-style robot — despite the fact two have been fired for asking for too much cash. Hmm, I wonder who that could be? Yep, they're the Power Rangers, they're here, and of course they're packed full of far-fetched ninja inspired antics!

Like their kiddie sensation counterparts, the Biker Mice From Mars and those Turtle geezers, the Power Rangers have decided to go interactive in their first adventure on the Mega-CD. Be prepared for the teens to strut funky baddie-bashing moves in a collection of the 'greatest' episodes aired to date. That's right, these are the genuine article fully compressed into pits on a silver disc. The player controls the action of the Rangers by reacting to on-screen messages and pressing the appropriate button to block, swing the sword, move direction, and build up the power meter to fend off the Queen Rita Repulsa's hordes. Get morphing and ready to Go! Go! Power Rangers!



▲ *"There's no such thing as a Green Ranger — sod off back to your real mates you sad pretender."*



▲ *"Red Ranger, those readers are staring at us."*



MIDNIGHT RAIDERS

And the winner of this month's 'Spot the SCUD' is... ▶

1 PLAYER	RELEASE	MARCH
	BY	SEGA
	PRICE	TBA
	GAME TYPE	SHOOT 'EM UP
PERCENT COMPLETE		



With Tomcat Alley firmly under their belts, Sega are once more taking to the skies with their latest interactive Mega-CD title, Midnight Raiders. Dropping the Top Gun style F-111s, the player is now the gunner of a highly agile and heavily-armoured attack helicopter. Naturally your career starts off on the rookie rung of the ladder, and from your performance you are judged and hopefully promoted.

Guided by a central control of military bigwigs and advisers, the helicopter flies from mission to mission to put a swift end to hostile resistance using the latest crosshair and joypad technology. Unfortunately the unstable nature of helicopters means a lot of re-adjustment is required to hit the target dead on, and to make matters worse you only have a limited supply of weapons at your disposal. But if you do hit the deck thanks to some rogue missile, there's no need to worry as the rescue craft is never too find behind ready to winch you to safety and another mission. Stay tuned to MEAN MACHINES for the full review in an issue coming soon.





▲ "Hey, me next on 32X Afterburner..."



▲ Yes, why pay nine quid for the video?





POWERRANGER-OLOGY

For all those sane individuals previously unacquainted with the Rangers and their gang, it's back to class to swot up on who exactly are these fighting heroes.

BLUE RANGER – BILLY

The technical expert and transforming Triceratops. Heavily armoured Ranger whose hobbies include reading dictionaries.

BLACK RANGER – ZAK

First of the mammalian Rangers, in Mammoth identity he is surprisingly agile and powerful. Owner of the Power Axe.

PINK RANGER – KIMBERLY

The flier of the bunch in his Pterodactyl form. Packs a piece in the form of a Power Bow.

YELLOW RANGER – TRINI

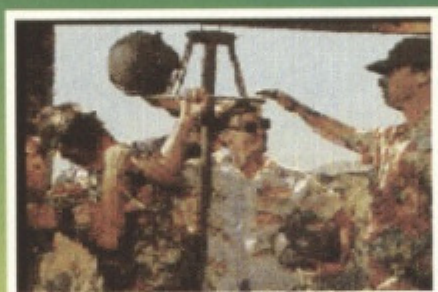
Second of the female Rangers who morphs into a Sabre Tooth Tiger. Her ambition is to achieve personal spiritual enlightenment.

RED RANGER – JASON

Leader of the Power Rangers whose personal vehicle is the powerful Tyrannosaurus Dinozord and who carries the Power sword.

▼ "... I did it my waaaaay! Thangyaverrymarch..."





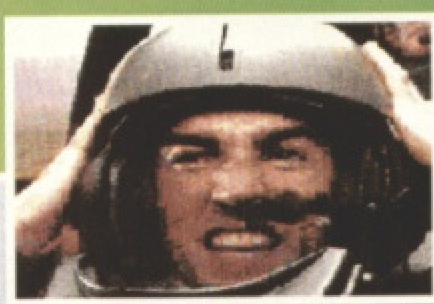
FORTHCOMING ATTRACTIONS

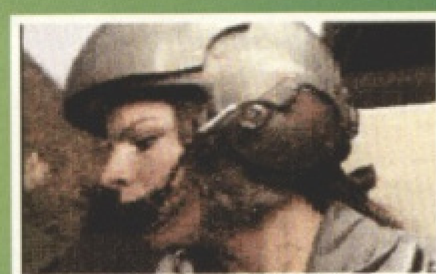
Tomcat Alley and Midnight Raiders are the first two instalments of Sega's interactive movie releases. Both use similar production techniques, and have the same film crew. Next in line for the interactive treatment is Surgical Strike, which will be followed by Wire Head. In a new development policy, Sega are also planning to release future interactive titles as movies in their own right direct onto video.



▲ "Well, they asked me if I could act. I said no, and here I am..."

▼ Living proof that Helicopters fart too.



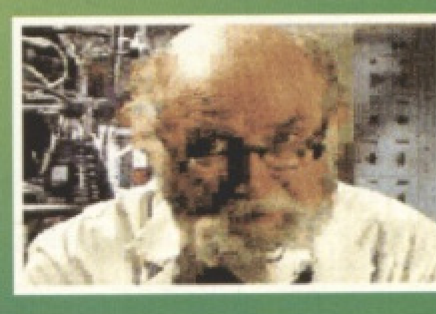






▲ Games action ahoy in this action packed screen shot

◀ Games action ahoy in this action packed screen shot



1-2 PLAYERS	
RELEASE	MAY
BY	SEGA
PRICE	TBA
GAME TYPE	RACING

PERCENT COMPLETE



MOTOCROSS Championship



Let's face it, speedbike riders are much harder than F1 drivers. They'd certainly have them if it came to a fight to find out who's top dog. If Barry Sheene (a once-great motorbike rider — ask yer mum) had spare time after a race, he wouldn't spend it promoting Sega stuff like Damon or playing with a Scalextrics like Mansell, he'd be busy having more crashes so he could put even more pins in his legs. See, much harder. And when David Essex was in Silver Dream Racer, a film about biking, he was so hard he died at the end rather than get all soppy. Real men.





Now 32X owners stand the chance of proving they've got what it takes (and let's face it, they need to!) as Sega recreate the hard-edged thrills of dirt biking (even tougher than F1 bikes) for the Megadrive add-on.



In terms of appearance, Motocross is as close to Road Rash as humanely possible. Viewed from behind the player's speeding bike, the action is set across a series of undulating courses as race to be first across the line. In addition to pulling off fancy riding stunts, huge jumps and slicks turns, you can make your task easier by lashing out at your opponents — see, we said it was like a certain EA game. Of course, Motocross has the power of the infamous twin processors to scale the textured landscape graphics. Other neat touches include a two-player mode allowing for time trials and extended punch-ups. With a bit of luck and a prevailing wind, it'll be reviewed next month. Here's hoping.





▲ *"Hey, coming to hang around and rev our bikes outside the 7-11?"*





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PAUL'S TIPS



Goodbye to the old, and in with the new as 1995 heads this way. We've seen scorching tips action over the past year. So to make sure you have a totally fab Chrimbo hol, here are some of the most up-to-date tips you will find on some of the most up-to-date games available. Feast your eyes on the ludicrous selection of tips and cheats, and then check out the ultimate robot smashing action in the player's guide to Rise of the Robots, only to be followed by the concluding part to Urban Strike. Yikes! And next month? Who knows? Maybe even a leap into the next generation with the 32X, or even a leap to the edge of the Solar System with the Saturn! Until then, keep your tipping action on the boil and send those letters light speed style to: VIRTUA TOASTER, MEAN MACHINES SEGA, PRIORY COURT, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU.

SPARK

ROCKETKNIGHT

FIRST PART OF THE COMPLETE PASSWORD GUIDE

Oh yes madam! I have the complete guide to all of the passwords to all of the levels in this rather stunning platformer starring the lad Sparkster and his rocket pack. But as space is tight, I'm going to publish them in two parts starting with Easy and Normal modes up to level four. Check in next month for the concluding part.

EARTHWORM JIM



▲ Games action ahoy in this action packed screen shot

LEVEL SELECT AND LEVEL COMPLETE



From the phone calls we've been receiving over the past couple of weeks, our young worm friend has been causing quite a stir among you lot. Some of the levels, especially the submersible, seem to be causing bother. So here are the codes for both a level select and level complete. But a word of warning for all those tipsters with a conscience, once the codes are entered be prepared to be called a 'cheater' by the programmers themselves. Oooh, well I don't know about you but I'm shaking in my boots. Let's cheat!

LEVEL SELECT

Start the game as per normal and press PAUSE. Now enter on the LEFT pad – A, B, B, and A. On the RIGHT pad tap in A, B, B, and A. And there you have it!

COMPLETE LEVEL

If by any chance you get bored of a level, or just fancy a little hop and a skip to the next follow these simple steps. On the LEFT pad press A, B, B, A, A + C, B + C, B + C, A + C.

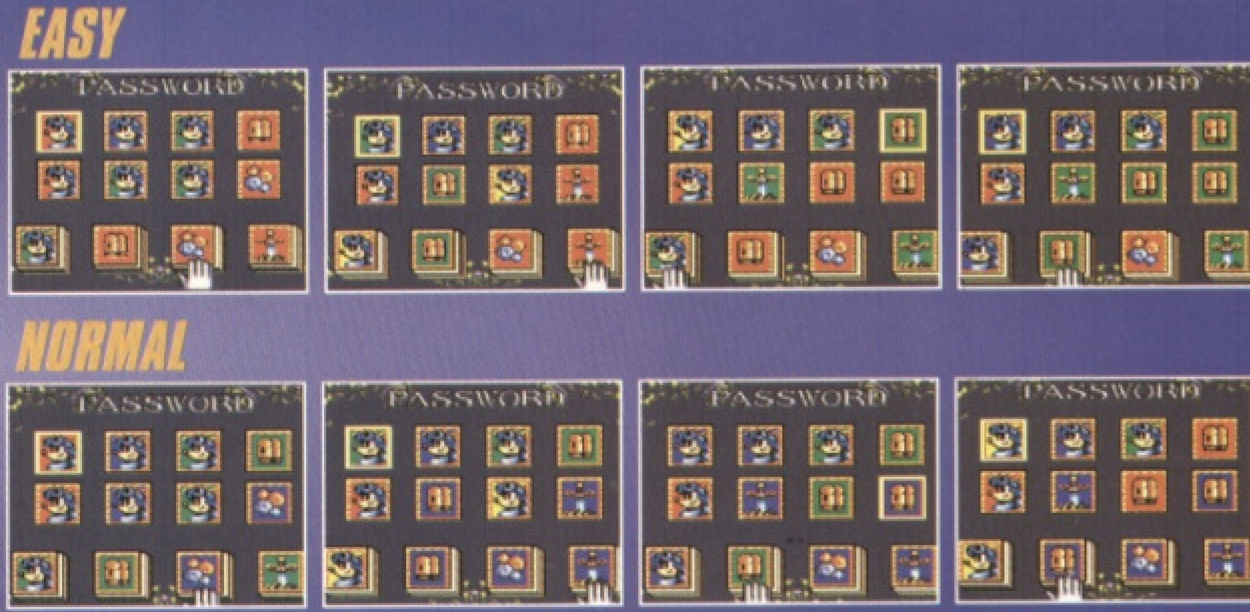
Unfortunately for those of you who wanted to see the final level, those cheeky Shiny people have disabled the ending for tipsters who use codes. Bah, foiled. But not for long hopefully.





KSTER
ADVENTURES 2





LEVEL ONE   LEVEL TWO   LEVEL THREE   LEVEL FOUR

FIFA '95

HIDDEN OPTIONS AND MORE

It seems only yesterday that I received bundles of tips for FIFA on the Mega-CD, and now has come the turn of the all-new, all-excellent FIFA '95. Now I know a lot of you sent in tips for this, and naturally they were all the same. So to make things fair in terms of who gets their name in print, I placed them all in a box and drew out the first letter. A hearty Mexican Wave goes out to Rob Mynett and his brother Chris, from Ilkley, West Yorkshire, for this totally comprehensive FIFA tips guide.

HIDDEN OPTIONS

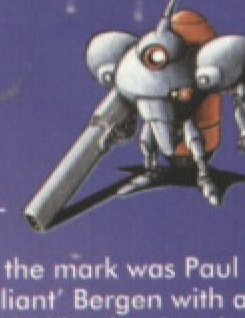
To activate the various hidden options, firstly you have to start a match and PAUSE. Now go to the OPTIONS menu, and with the cursor on the LANGUAGE setting tap them in.

INVISIBLE WALLS	C, C, C, B, A, A, A, B
CURVE BALL	B, A, C, B, C, C
CRAZY BALL	C, A, B, C, C, B, A, C
DREAM TEAM	A, A, B, B, C, C, A, A
SUPER POWER	B, B, B, B, B, B, B, B, B,B
SUPER GOALIE	A, A, A, A, A, B, B, B, B, B
SUPER OFFENSE	A, A, A, A, A, B, C
SUPER DEFENCE	B, B, B, B, B, C, B
PENALTY SHOOTOUT	A, B, A, C, A, B

CELEBRATION!

After scoring a goal, the CPU teams have a top 'Goooaaalll!' cheer, so why shouldn't the humble human player have the same cause for celebration? Well, in fact you do. By pressing the A button you can get the same Brazilian commentator chant, by pressing the B button you get a hooter, and the C button sets off a cute little fireworks display.

PROBOTECTOR



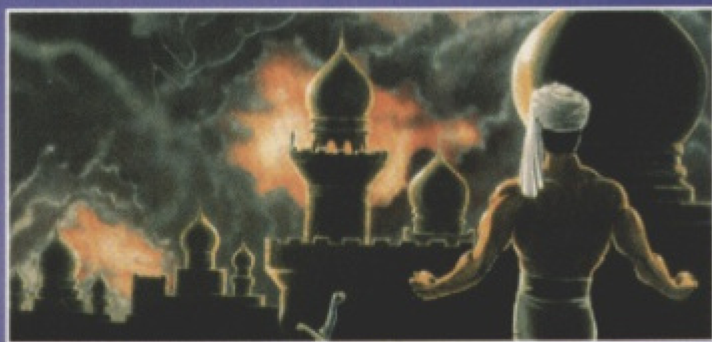
HIDDEN LEVEL AND SECRET ENDING!

It was really just question of time before the secret endings to this stunning blast 'em up came through to my hot bed of tipping.First off the mark was Paul 'Brilliant' Bergen with a top hidden level and ending. According to him, on the third level when you are in hot pursuit of the hacker, you should defeat the junk boss. Now instead of shooting the first security barrier you come across, climb up and you will find an old man. He gives you the choice of making some money. If you say yes, it's off to an arena to face a very odd looking boss. When you've finished peppering him with bullets, it's off to one of the hidden endings. Huzzah!



▲ Games action ahoy in

PRINCE OF PERSIA



BONUS TIME

A tasty titbit, and a tidy one considering the steady demise of the Master System, courtesy of Matthew Scott, Hudddersfield. When entering the level codes reverse the second two letters and your time will be reversed. That's to say, your 15 minutes will become 51 minutes. Unfortunately however, the maximum is 60 minutes, not that you should really need that much time anyhow.



SYLVESTER AND TWEETY

CHEAT CODE CENTRAL!

I taut I taw a putty cat and all that! Ever on the cutting edge of tipping, be prepared to get down to some top claw action. To enter the codes press START to get to the inventory, press A and the following:

TO COMPLETE HOUSE LEVEL
B, B, C, B, B, A, A, LEFT, RIGHT, and UP
TO COMPLETE BACKYARD LEVEL
LEFT, A, C, C, C, DOWN, UP, LEFT, B, and B
TO COMPLETE TRAIN LEVEL
C, B, C, A, B, C, A, B, C, and DOWN
TO COMPLETE ALLEY LEVEL
C, DOWN, UP, UP, B, C, C, C, A, and A
TO COMPLETE LAB LEVEL
UP, B, C, A, A, B, B, RIGHT, B, and RIGHT
FOR FREE CONTINUE
LEFT, A, A, B, UP, C, A, B, B, and C
TIME UP A, B, C, C, A, UP, C, C, C, and UP

SHINING FORCE II

TOP ITEM ACTION

Michael Davison, from Chester-Le-St, Co Durham, is here to help you Shiners with a fantastic guide to locating some of the more elusive objects on the team's checklist. When you first find the canyon, head west along the dried up river to a cave, in which there is an unlit fire. Search the fire for the Drystone. On leaving the cave head further west to a small forest. The forest has a square paler than the others, step on it to go to the Fairies' village. Inside the main house, check out the bookcase upstairs for the Secret Book.You can also walk around the forest, which is in the village, and you'll come across some Mithrill and Vigor Ball. In the bottom right of the village is a path which leads to a kind of sub game. The items are not used until further into the game when you are above Grans. There you will find a forest surrounded by water. This also has a similar paler square. Use the Drystone to create a bridge. Over the bridge is a blacksmith who will forge weapons from the Mithrill. A top tip is to save your game first before the forging, and keep reseting as he makes three different types of weapons – three axes, and three swords. The Secret Book is used to promote the Mage to a Sorcerer when you ask the Priest. In a similar style, the Vigor Balls have the same promotion prospects for the Healers, and the Silver Tank for the Archer.



MORTAL KOMBAT II

KUNG LAO FATALITY IN FIRST ROUND SHOCK!

I've been receiving some very dubious MKII cheats and bugs of recent, but I must admit I was a little shocked to say the least with Jonathan Ford's top bug. But here it goes. Access the secret Test Mode and turn on the One Hit Kills Player 2, the Oooh Nasty!, and the Free Play. Now play a two player game with Kung Lao as player one and any other character of player two. Make Kung Lao win by using only his Hat Throw. Repeat for the second bout and perform his Projectile Hat fatality. Now play a second two player game with Kung Lao again, but as soon as you start do a Hat Throw (Back, Forward, and Low Punch), and hey presto the other character's head flies off the screen followed by a dripping Fatality.



ROAD RASH

EASY LEVEL COMPLETION

An oldie, but a goodie and as Alexander Hills from Edinburgh was so downright creepy in his letter, I thought 'what the hey, let's dust off those Gears'. According to his top tipping info, if you come fifth in the first race, the password you receive will have 50,000 in it. Change this to 11,111 and look on the race select screen. The '1st ' sign will be on every race postcard. Now when you race again, finish in any position and you will be immediately sent to the next level.





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* Calls cost 39p min (cheap rate), 49p min (at other times). Maximum call length 7.5 mins. Max charge (cheap rate) £2.93. Max charge (at other times) £3.68.

RISE OF THE ROBOTS

Bzzzz...crackle...ve ehup! System now on-line. The following information and directives you are about to receive are of the utmost secrecy. Reports intercepted indicate a mass scale mutiny at the Metropolis 4. Due to unforeseen demand for components and vacuum cleaners, officials at the plant were forced to go fully automated. A decision that has resulted in the most serious threat to mankind since the great athlete's foot plague of 2024.

Placed in command of the automated operations, the Supervisor Droid in a fit of self-awareness has infected the entire robot population with the EGO virus. You, as the ECO35-2 cybernetic organism, are the only remaining hope. The combination of your alloy structure and human intelligence means there is no possibility of infection from the virus, allowing you to face the mutinous robots one by one. Study the following information closely, it may your only, and our only hope for a future free from robot tyranny.

ECO35-2 CYBORG







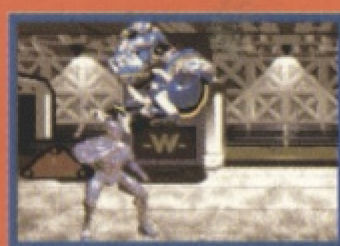
Played either in the one or two player mode, this cyborg represents the only chance for the survival of humanity. Built under the utmost secrecy, and at the expense of hundreds of human lives, the ECO35-2 welds human characteristics with robotics.

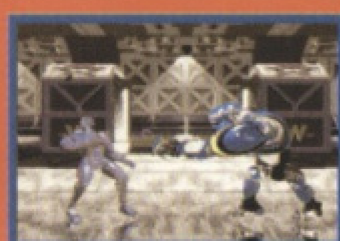
SPECIAL MOVES

TURBO HEAD BUTT
DOWN, UP + ANY BUTTON
SHOULDER BARGE
AWAY, TOWARD + ANY BUTTON

BHFO3 BUILDER DROID





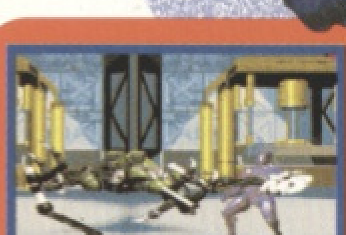


Primate in appearance, the Builder has power-assisted arms to deal with the lifting of manufactured goods. The low centre of gravity and armour plating makes it an excellent combatant and worthy foe. In addition, his inferior intelligence frequently forces him into a defensive posture, a feature that makes defeating him difficult.

SPECIAL MOVES

PILE DRIVER
DOWN, AWAY, UP
BOMBER JUMP
DOWN, TOWARD, UP

CRUSHER DROID



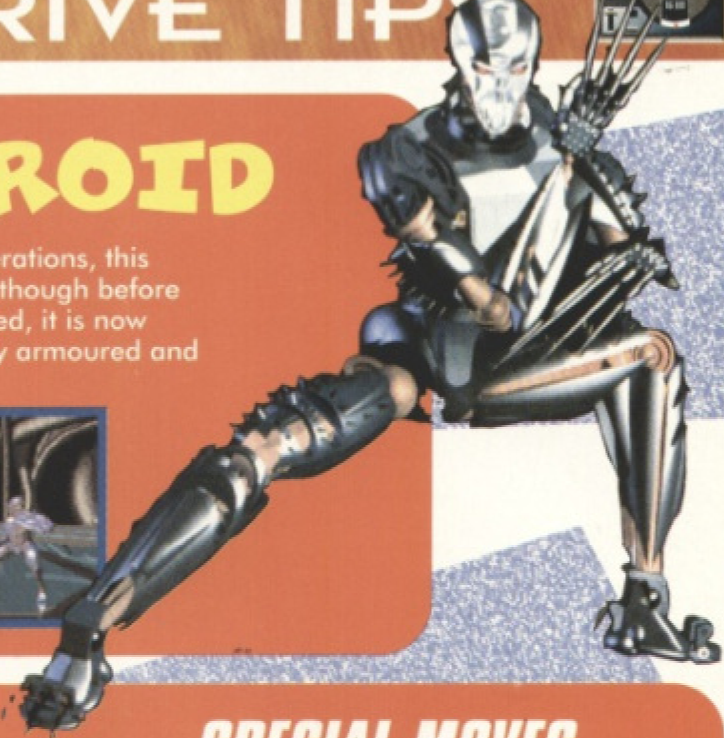




This large insectoid droid was originally intended to 'deal' with problem droids suffering from malfunction. In other words it terminates them. To fulfil this role, the Crusher is equipped with powerful pincers and all-smashing mandibles. An additional offensive technique is to be found in its ability to download information on other droids, including vulnerable spots. When confronting the Crusher it is absolutely essential you are quick off the mark.

SPECIAL MOVES

PINCER-MINCER
DOWN, TOWARD, + ANY BUTTON



MILITARY DROID



Specifically designed for use in government military operations, this droid has added unarmed combat software installed. Although before the inception of the Supervisor, very few examples existed, it is now common belief that mass production has begun. Heavily armoured and highly intelligent.

SPECIAL MOVES

CATAPULT SPIN
DOWN, UP + ANY BUTTON
CYBER SLASH
AWAY, TOWARD + ANY BUTTON



SENTRY



At a height of 3.5 metres, the Sentry is not the kind of droid you'd want to meet down a dark alley! Its armour consists of a high-tensile fibreglass shell, extremely tough and super light-weight. The jet packs attached to the back of the casing allows it to leap great heights and distances.

SPECIAL MOVES

FLYING JET KICK
DOWN, DOWN + ANY BUTTON





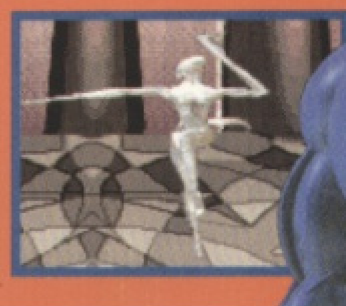
SUPERVISOR DROID

A quantum leap in robotic technology, the Supervisor is the shape of things to come. Designed to replace humans at a management rather than production level, the Supervisor possesses the ability of complete self-awareness. The fluid properties of the polymetamorphic alloy permits it to morph into any shape it so desires.

SPECIAL MOVES

NEEDLE JUMP
UP + ANY BUTTON
MERMAID KICK
DOWN + ANY BUTTON
PIROUETTE SMASH
HARD KICK REPEATEDLY







TWO PLAYER CHEATS

Also included in the game are some particularly sneaky cheats for two-player mode. When facing another human opponent, you have the option to turn invisible, become invincible, turn off the oppositions special moves, or reverse their moves. Here's how to do it.

INVISIBILITY

UP FIVE TIMES + ANY BUTTON

INVINCIBILITY

BACK FIVE TIMES + ANY BUTTON

TURN OFF OPPOSITION SPECIAL MOVES

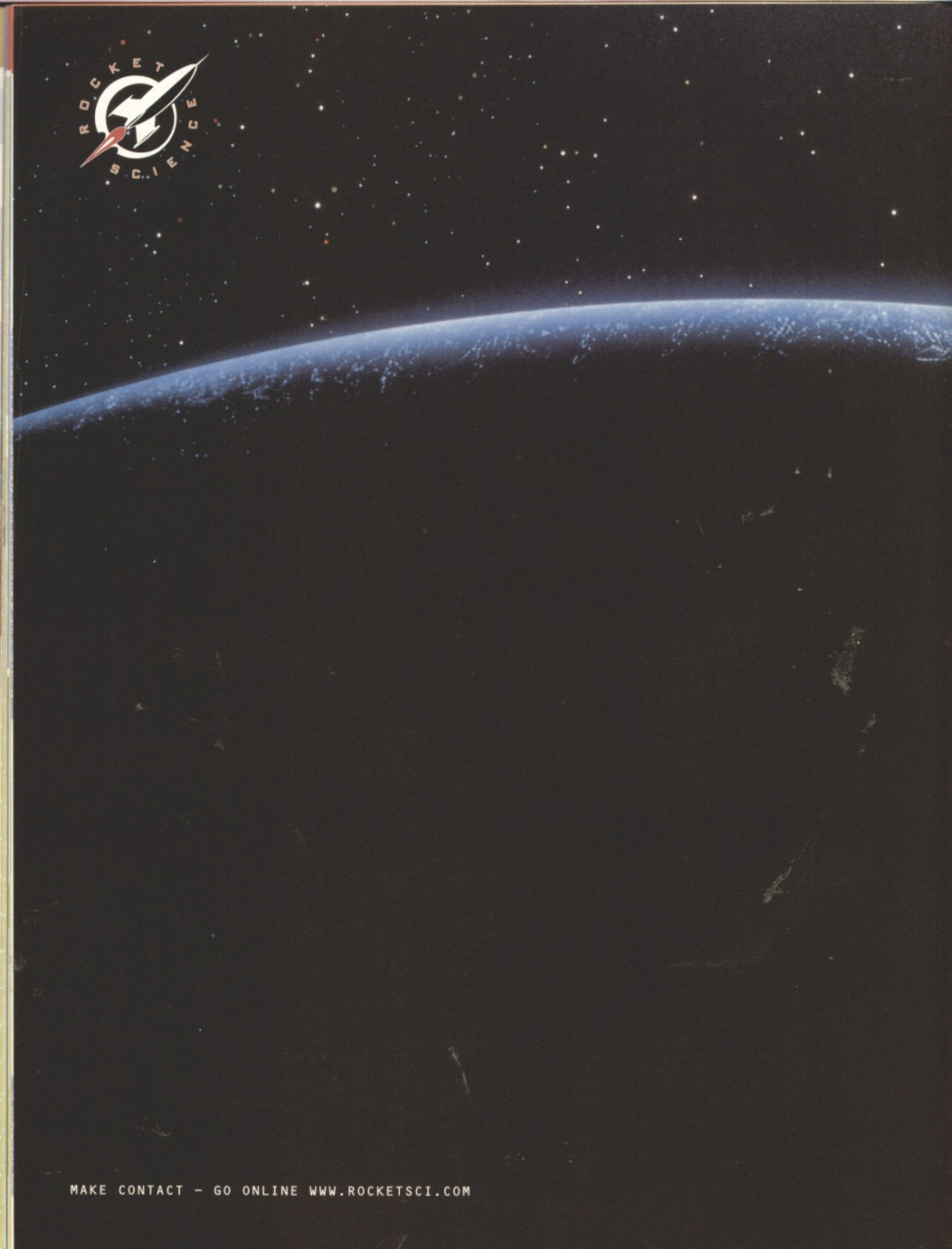
DOWN FIVE TIMES + ANY BUTTON

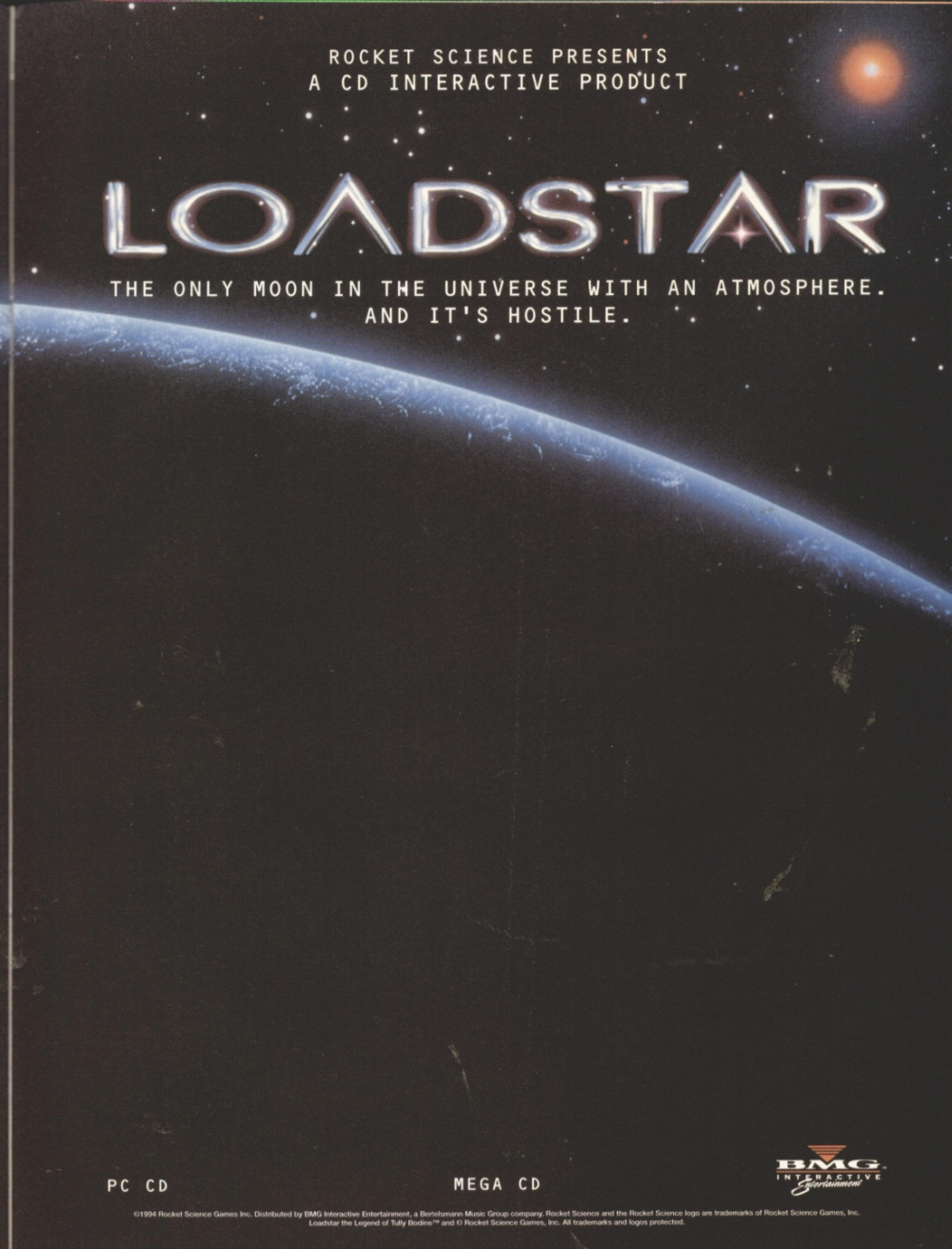
REVERSE OPPOSITION MOVES

TOWARDS FIVE TIMES + ANY BUTTON

PLAY AS THE SUPERVISOR

The meanest of the robots, the Supervisor is of course unaccessible from the normal two player mode. However if you fancy a quick bout with the best, there is a secret code you can enter on the Options screen. Simply go to the Options and tap in UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, A, B, C, A, B, and C. Refer to the special moves in the guide for top Supervisor action.


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URBAN STRIKE



THE FINAL CONFLICT

After last month's scrapes with Malone, it's time to finish the job off once and for all. The general rules remain the same: keeping an eye on ammo, fuel, and armour supplies. Our first port of call is to rescue and old friend and ace co-pilot, Long Haul, from the high-security Alcatraz installation, and then onwards to the Big Apple. Once you've saved the metropolis, take the battle to Malone for the ultimate confrontation in the gem of the desert, Las Vegas. Start warming those blades as we hit the skies. Up, up, and away...

CAMPAIGN SIX: ALCATRAZ (H7K9ND3XLDD)

DESTROY SENSORS



These boxes of tricks have to be taken out of action to hide your location from the enemy. Nothing too taxing on the challenge front, but some of the sensors are located in hard to reach places – one is hidden up the corridor near the blueprints, the other in the first of the M-16X crates.

GRAB THE BLUEPRINTS

A group of hard nuts are protecting the blueprints to some of Malone's new weaponry. They must be killed before you can make off with the plans. Above all you must avoid hitting the plans while trying to kill the guards. Beneath the desk is an armour re-charge.



CAPTURE THE M-16X WEAPONS



As you get further into the maze of the prison you will come across the crates hiding Malone's stockpile. Waste the crates and grab the hardware. Watch out for the second crate, it hides an armed guard.

FREE LONG HAUL

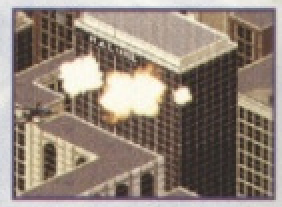


Your ol' buddy Long Haul has been captured by the enemy filth! You've got to free him to save your skin and find the exit. He's banged up in a cell in the second corridor from the top. Handily enough his cries for help can be seen through the cell bars. Once freed, follow him to the exit of the level.

CAMPAIGN SEVEN: NEW YORK (LGR64NGB7SN)

It's time to take a chunk out of the Big Apple. Malone's forces have taken NY by storm, and have even infiltrated the World Trade Centre! You've got to stop them before they torch the entire city. From the start, head east to pick up the quick winch and make the task at hand slightly easier.

LEVEL MALONE'S HQ



Before making an assault on Malone's HQ, the surveillance buildings have to be taken out of action. Once completed, seek out the building with the oh-so inconspicuous Malone sign on the front.

SAVE CIVILIANS



Aarrgh! Malone's men in a fit of butchery have started to set fire to apartment blocks and innocent civilians are burning alive. Dash in there with rescue ladder to the ready. Not a difficult operation, but keep your eyes peeled for those rooftop snipers.

EXTRA LIFE



Spy a water tower just to the south of the top skyscraper marked on the map and blow it away for an extra life.



DESTROY ENEMY CHOPPERS



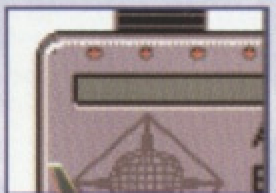
Stupidly enough Malone has left his brand new choppers on top of some of the skyscrapers ready for you to greet them with a missile. Doh! However some of the choppers are still manned, and won't take nicely to your attacks. Keep circling them to avoid damage.

RESCUE NAFTA MEMBERS



The members of the world defence committee have been taken hostage at the World Trade Centre and need rescuing. Before you can attempt to land, head east to Malone's radar site and put it out of action. After this land on the rooftop adjacent to the WTC and pick up the members.

DISARM THE BOMB



Following your successes, Malone isn't going to go out without a bang. The World Trade Centre is wired to blow, and you've got the unenviable job of cutting the right wire to the control box. When completed you're off to the Nevada desert for a spot of poker in Vegas.



CAMPAIGN EIGHT: LAS VEGAS (GPV9WP7CDPT)

Site of many a fortune won and lost, Las Vegas is the dream that was built from dust and rock. And typically that money-grabbing fiend has got his filthy paws on the place. This is rumoured to be the location of the secret hideout, and the centre of all dastedly activities. Save the ammo and fuel found at the beginning of the level for later, you're going to need it then! Fly fast, and don't take on any unnecessary armoured vehicles.

CAPTURE THE RADAR COMMANDER



Intelligence reports suggest Malone's top radar commander is travelling across the city in an armoured vehicle. Knock it out and question the commander until he reveals the locations of all the radar sites.

DESTROY RADARS



Now you know the location of the sites, go and cash in their chips. They become progressively more and more heavily guarded, so be careful. The spinning dishes are the giveaway for some of the less obvious sites.

OPEN ROAD BLOCKS



Innocent holidaymakers are being held within the city limits, unable to make their escape thanks to Malone's troops and their road blocks. Clear away the heavy artillery so they can get away. Sweeping attacks are the best method, avoiding too much damage.

CLEAR THE STRIP

Las Vegas' famous street of glittering casinos



is also in Malone's grasp. Heavily armoured Land Shark Armoured vehicles patrol the area and must be approached with caution. Use my patented sweeping pattern, oh and tonnes of missiles!



HIT THE POWER GRID



Hit 'em where it hurts, namely the power supply. Head north to the edge of town and remove the defences before attacking the plant. With the lights out, your final approach will be easier.

LAND AT THE CASINO



We're off to the Monolith Casino (founded 2001 – ha, blimmin' ha!) to find Malone and sort him out once and for all. Dust off those trainers as we head inside.

CAMPAIGN NINE: CASINO (B7K9ND3XLDD)

Check out the carpet in this luxury casino! Use the fruit machines as cover, but also blast them to uncover ammo supplies. Keep to the edges at first to avoid being hit too many times.

PIT BOSSES



Malone's thugs are still running the operations in the casino. Run around them fire off a stream of shells to close them down.

DESTROY ENEMY CHOPPERS



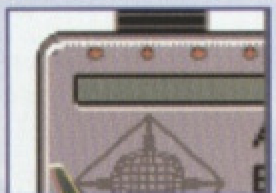
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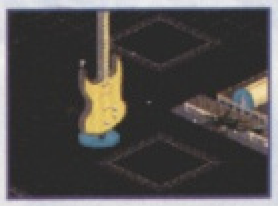
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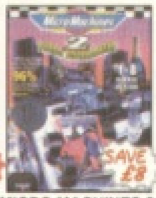
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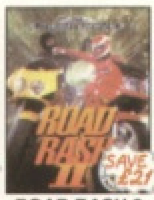
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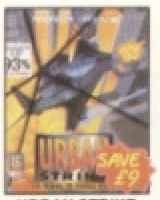

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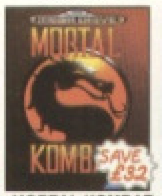

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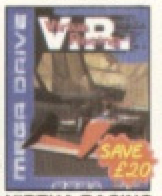

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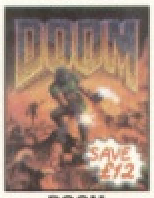

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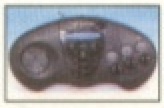

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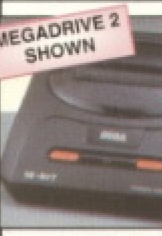
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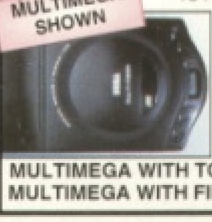
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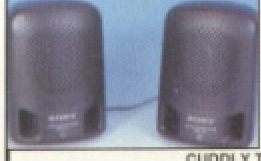
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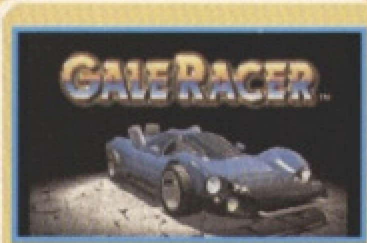


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1-2 PLAYERS

GAME TYPE
DRIVING

PRICE IMPORT (£70)

BY SEGA

RELEASE TBA

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: POOR
GAME DIFFICULTY: EASY

1ST DAY SCORE
STAGE 4 OF 6

ORIGIN
Pretty close to an old Scalar coin-op of the late 80's from Sega called Rad Mobile.

GAME BREAKDOWN



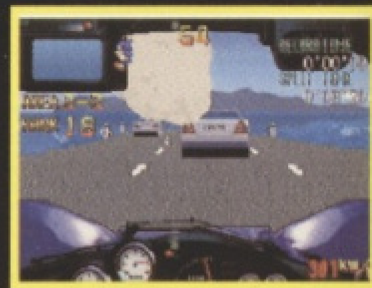
GAME AIM
Set the fastest possible times over six split-stage levels, or play the entire game as a cross-country driving tournament.



"Once, there was a man", so the intro goes to Gale Racer, who was such an out an out maddy and speed demon, he jus had to get into his big sports car and race across America, burning people up and belching out hydrocarbons like there wasn't an ozone layer hole or anything. Which there wasn't by the time he'd finished.

He picked up the handle 'Gale Racer', because he was fast as the wind, we suppose. Bu you're only as good as your last victory and soon everyone was saying they were Gale Racer material too. And then a mysteri ous invitation arrived, challengine him to an LA to NYC marathon, no holds barred, petrol pumps at dawn, Herby goes frinkin' bananas race across the States, which they just happened to call Saturn Rally. So he had to say yes. And Sega noticed that the race just happened to be called the same as their new 32-bit super console. So they made it into one of the first titles for the machine, the first racer on the Saturn.

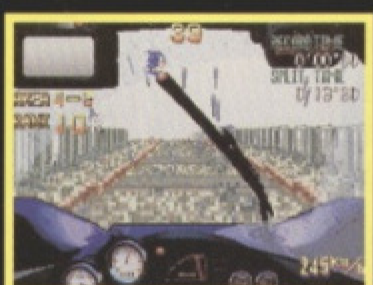




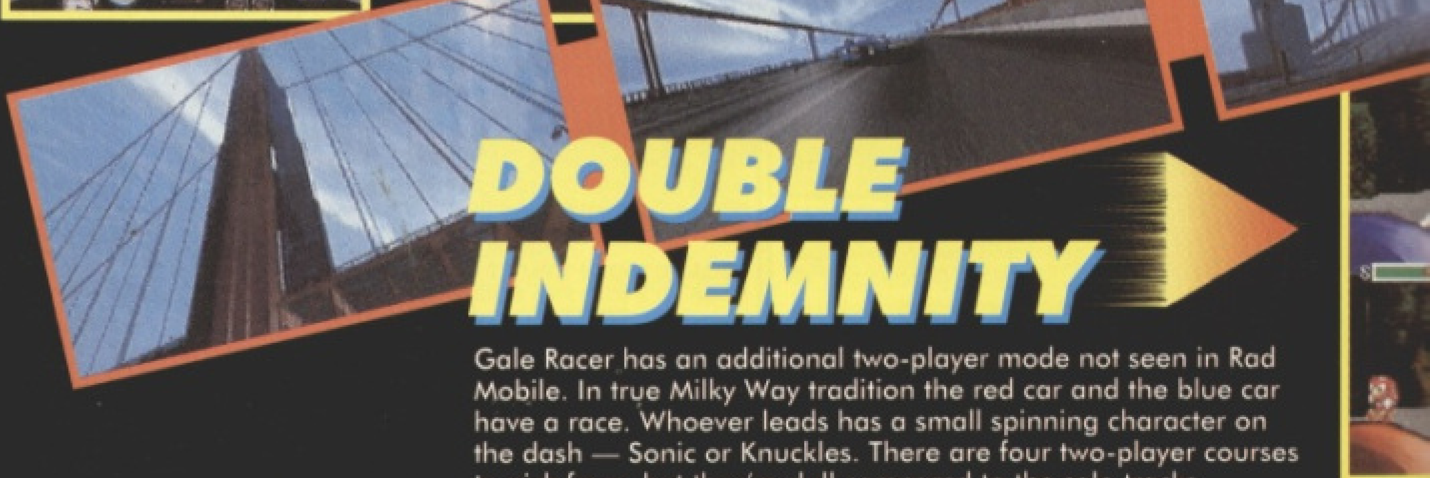


RADICAL RETREAD

Gale Racer is little more than a console conversion of an old Sega coin-op called Rad Mobile. This predated the groovy CG technology of Virtua Racing/Daytona, and created an impression of speed by scalar means:using a sprite scaling chip to progressively enlarge sprites which make up the track surface and roadside objects. Seeing the same technique used rather shakily in Gale Racer has led one office wit to describe the track as being made of slices of Viennetta.







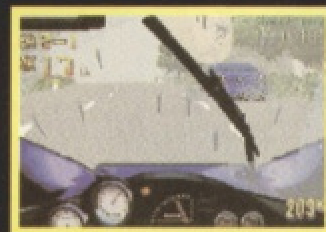
DOUBLE INDEMNITY

Gale Racer has an additional two-player mode not seen in Rad Mobile. In true Milky Way tradition the red car and the blue car have a race. Whoever leads has a small spinning character on the dash — Sonic or Knuckles. There are four two-player courses to pick from, but they're dull compared to the solo tracks.

RACER



VISION THING



A couple of the stages have the novelty of limited vision, as a result of darkness, rain or fog. A neat feature is the ability to turn on your headlights, and even the windscreen wiper to improve matters.

VIEW FROM A BRIDGE

Gale Racer has one of those intros familiar to any seasoned CD-ROM owner. This one lets you have a good look at the rendered car and features an impressive series of sweeps over the Golden Gate bridges. There are similar sequences between levels.

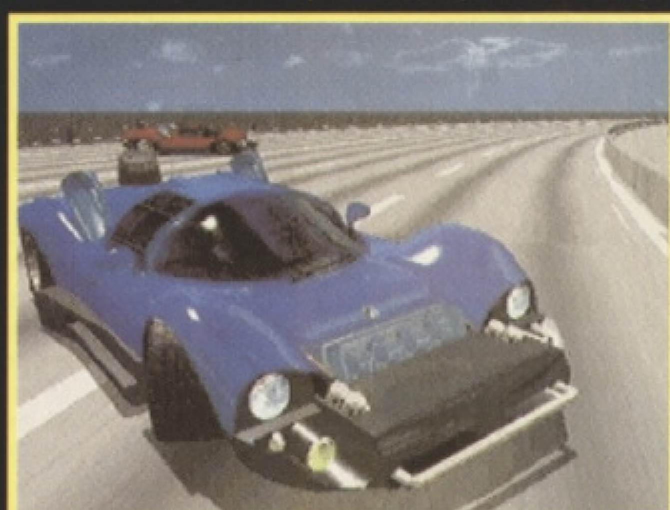




FURRY DICING WITH DEATH



A little Sonic mascot swings from the rear-view mirror, and similar mascot tokens may be collected en route simply by passing the marked rival cars on the way. This is counted as a separate measure of score from your lap times.

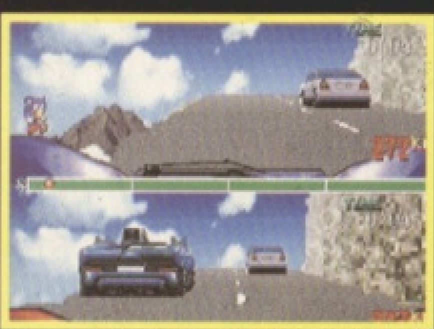


▲ ***If only the whole thing looked as good.***

COMMENT



This is a dog and no mistake. Dire by the standards of the Megadrive, unplayable by the benchmark of even Master System racers, I can only urge you not to rashly buy Gale Racer because you're desperate for a new Saturn disc. It's a shaky conversion of an ancient coin-op that fails to impress in every department. The scalar 3D is particularly poor — jerky, messy and distinctly unconvincing. The actual game is simplistic in the extreme, with a simple 'beat the clock' target and no sense of other racers to battle with. The enemy cars even follow set patterns. The two-player mode offers little respite. The only thing I can approve is the rendered intro and the windscreen wipers. Don't despair, as Daytona and Time Warner's Virtua Racing conversion are only a couple of months away



ON YER SKIDMARKS

The full game consists of six stages, split into three or occasionally four rounds. Progress in simply a matter of reaching the stage marker within the time-limit. Time is lost from minor collisions, but a premature end to the game occurs from too many major crashes.

AREA 1: WEST COAST

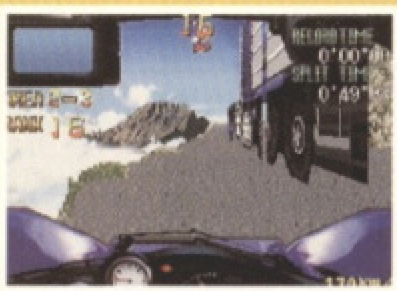
LOS ANGELES
MOJAVE DESERT
LAS VEGAS

AREA 2:ROCKY MOUNTAIN RANGE

PROVO
SALT LAKE CITY
ROCKY MOUNTAINS

AREA 3:THE GREAT PLAINS

CHEYENNE
LINCOLN
OMAHA
KANSAS CITY



AREA 4:MID WEST

ST. LOUIS
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AREA 5:THE RUST BELT

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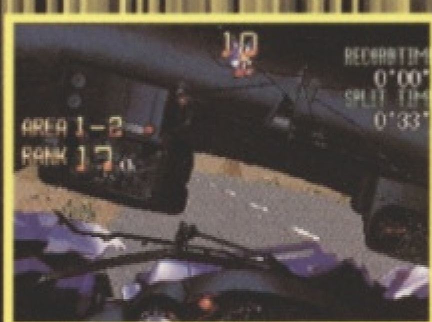
AREA 6:EAST COAST

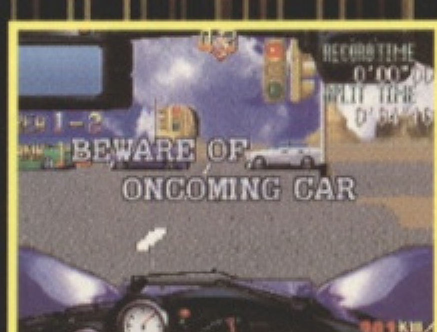
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COMMENT



So this is what people are passing off as 'Next Generation' software is it? Well, if stuff all gamplay, drab backdrops and flickery sprites are the way ahead, I'm off to buy a Master System. Quite simply, Gale Racer is an insult on CD. Graphically, it is abysmal with rotten sprites affected by equally terrible sprite detection which can never make up its mind if you have hit an opponent or not — you can only tell if you slow down slightly or the dashboard tips up! The 'action' is little more than guiding your car across a road that, after mere seconds, strobes and starts to hurt the eyes and to add insult to injury, the sound will give you ear ache, too. An awful game in ever respect, Gale Racer has the look of a title rushed out in a matter of weeks. Avoid.





▲ *Gale Racer, Gale Racer, I play you every night, you're such a pile of —*

GRAPHICS — 45

▲Nice intro.
▼Hideously chunky road and roadside objects. Boxy cars and drab colouring all the way.

SOUND — 52

▲Like the horn.
▼Horrible car noise and naff music drones through every

PLAYABILITY — 44

▼The jerkiness is frustrating in its own right, but as the game has no visual appeal, it has no real point.

LASTABILITY — 31

▼The game has the depth and substance of a slice of Ryvita. It's also not that hard to crack, and distinctly unrousing in the process.

VFM — 23

▼The import price is astronomical. This will probably never get an official release and good riddance too!

OVERALL — 35

Vorsprung Durch Crap as unfortunate German Saturn owners are probably saying right now. About as appealing as a Sunday drive with Michael Schumacher.

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JELLY BOY



1 PLAYERS

8 MEG

GAME TYPE
PLATFORM

PRICE £39.95

BY OCEAN

RELEASE FEBRUARY

OPTIONS
CONTROL: JOY PAD
CONTINUES: NOPE
SKILL LEVELS: 1
RESPONSIVENESS: JUST RIGHT
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
SIX PUZZLE PIECES

ORIGIN
The kind of addictive platformer you'd have been playing on a C64 ten years back whilst your Mum ran your bath.

GAME BREAKDOWN



GAME AIM
Tromp around a huge platform world, changing into 20-odd jelly boy morphi forms.



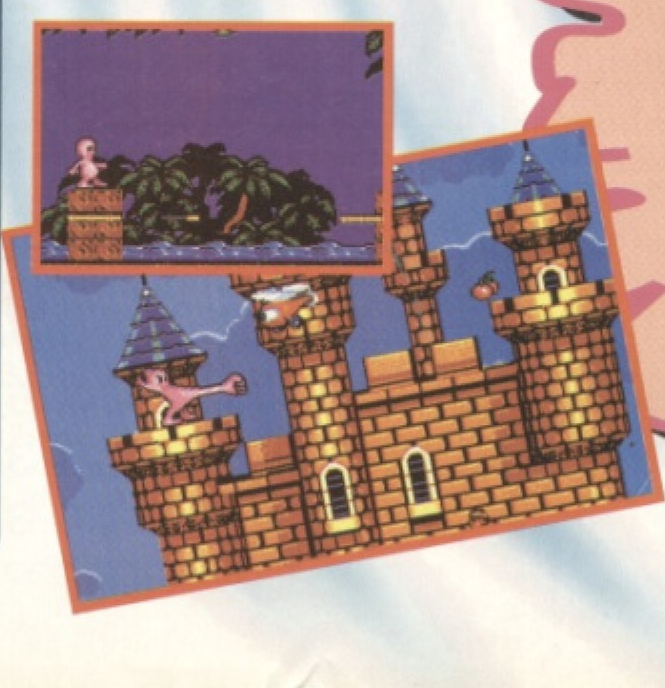
MEGA GAME

"I remember when all these bloody platform game characters looked the same. Miner Willy? A small white murky sprite. The same goes for bloody Technician Ted and Herbert Week, too. They don't make 'em like that any more. Buggers. Anyroad, what is it with folk that they need a one of these new-fangled sprite things that can do everything except make bloody tea? Honestly, in my day two sodding frames of animation and a crap jump noise and we were well away.

That bloody Jelly Lad, or whatever he's called, is the perfect example. Jumping around in his airy-fairy, bloody pink outfit poking people with his belly. You can't tell if they're boys of girls these days. Unless they're kicking you in and nicking the wads of cash from under yer bed, that is. Buggers".



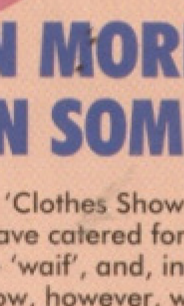
▲ *Puzzled, Steve could only guess what the arrow was pointing at...*



THE SEVEN MORPHS (AND THEN SOME)

"Hello and welcome to 'Clothes Show Live. In the last few years we have catered for dressing the 'ample' person, the 'waif', and, indeed, the 'vertically-retarded.' Now, however, we come to our toughest challenge. We'd like you to meet Jelly, a boy who leads a very adventurous life and needs an outfit which adapts to his six-stage surroundings. The Broadmoor Art College Foundation course came up with this ensemble collection. Come rain or shine, aquatic adventures of sky-based frivolity, the following are just the ticket..."

SKIER

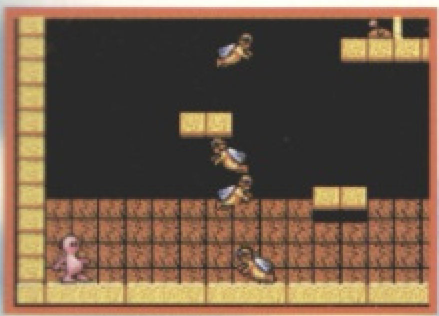


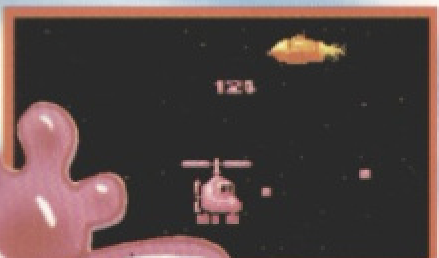
It's all downhill from here.

SKATER



Thin ice fashion — for the fast-living.



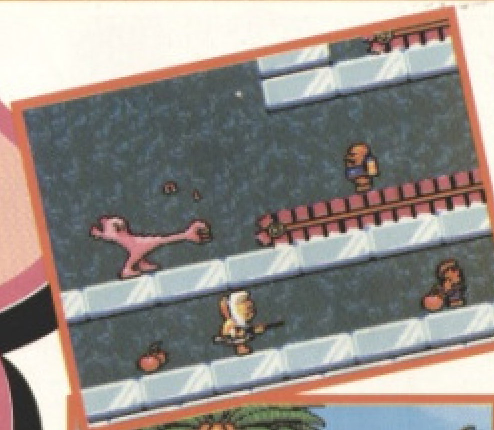


▲ *He's got such a tiny chopper.*



TAKE A NOTE, MISS JONES

Jelly Boy is a platform game. No, really it is. In addition to scouring its many levels for the said jigsaw pieces, bonuses and sub-games galore await our little morphing lump of gelatin. The game's scenario tells of a lightning bolt hitting a tub of jelly, giving life to the titular hero. From here, he wanders the sweet factory searching for the way to the world outside — with the sweet factory's evil owner blocking the exit. Starting in the factory's toy division (yes, the sweet factory has a toy division. And a snow world, and an Aztec tomb. Hmmm), Jelly's quest sees him fending off all manner of toy-based foes, whilst collecting bonus-giving musical which give him an extra life for every 100 gathered. Similarly, his many morphs are hidden in boxes or shown as icons which, when touched, take immediate effect. A small revolving number indicates the time left before Jelly reverts to his basic form, but hitting a foe changes him back instantly. Whilst further hits rob him of his collected notes.









▲ *By Neptune, it's an underwater boss! Stingray, stingray!*



▶ *Jelly evades some steamy clouds.*

COMMENT



STEVE

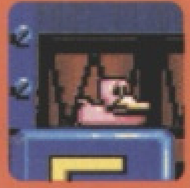
Ocean's latest platformer may not be much to look at, but Jelly Boy rates as one of the most playable and varied of the genre the Megadrive has seen. Whilst Jelly is hardly the largest sprite we've seen, never has the old idiom of 'size isn't everything' rung so true — because what Jelly lacks in stature, the rest of the game makes up for in level size. Each of the seven worlds is made up of eight sub-stages chockful of enemies, bonuses and strange morphing skills, and these bond together to create a thoroughly engrossing game. Depending on the level, our hero changes into rockets, boats, pogo sticks — even a duck — yet the move between the different control methods is simplicity itself. Everything about Jelly Boy is geared towards playability, and it's a rare game indeed that is willing to do without large, gaudy sprites in order to offer more in terms of levels and power-ups. This risk has paid off extremely well in Jelly Boy, giving Ocean their first Sega Mega Game and you one of the most playable platformers to date. Sod the Power Rangers, this is morphing at its best.

BELLY HIT



A fave of boxers

DUCK



Don't get down, though.

BALLOON



One for the larger Jelly. Gives real lift.

BATTERING RAM



Strong and very, very long.

THE MINI



A classic. Petite is in.

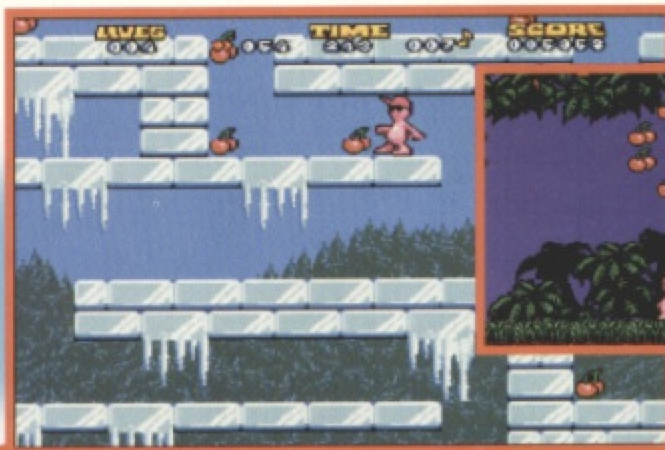
POP BOTTLE



A little bit of what you fancy. Pop that cork!

PICKING UP THE PIECES

The reason for Jelly's multi-physique ramblings are a selection of jigsaw pieces which, when assembled, give our hero one of six objects needed to gain entrance to a confrontation with the game's boss. Eight puzzle pieces are needed per stage, and are secreted in hard-to-reach corners of each sub-stage — meaning cowards who head straight for the exit will miss most of them! Jelly must tackle each of the levels in the order they appear on the map, as it is impossible for him to bypass the gaping holes that form their entrance. As soon as the six objects have been gathered, a mysterious lift operator (a relation of the shop keeper in Mr Benn. Well, I reckon) gives you a ride to the big bad guy ready to quash your heroic endeavours.





▲ *This is where Jelly loses his cherry.*

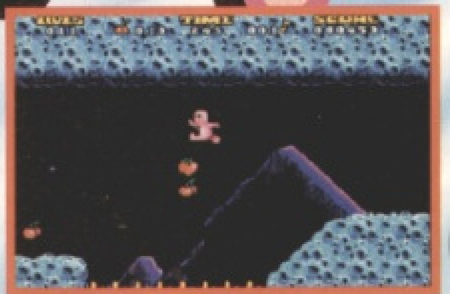


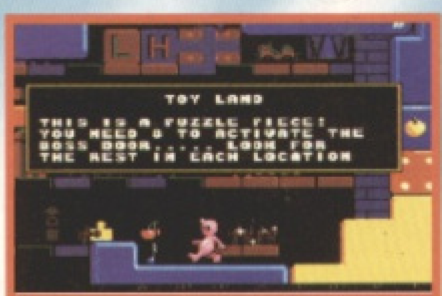
▲ *"It'd be more than my job's worth to let you in 'ere, so hop-pit!".*



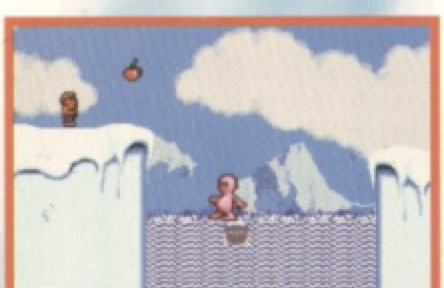
▲ *Flashing from a conspicuous height, must be the 'eyeful' tower.*

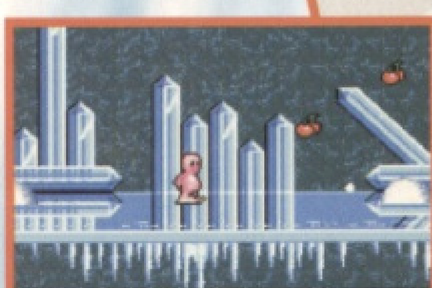










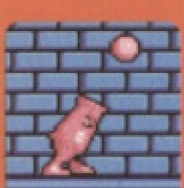


HARRY, HARRY. HARRY KRISHNA...

Meet Harry. He's a dog. The programmer of Jelly Boy's dog to be precise. Often found worrying lampposts, Harry is Jelly's one ally throughout the entire game. Whenever Harry is about, he will tag alongside our wobbly hero, sorting out any badguys that get too close with his vicious (albeit pink) molars. However, on the down-side, he can also get in the way and block Jelly's belly attacks — still, he can't jump very well so you can always lose him that way.

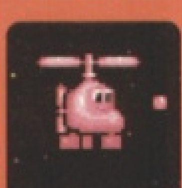


CANNON



But don't let off too soon!

HELICOPTER



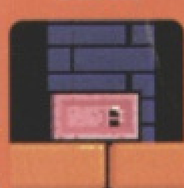
The buzz word in travel.

ROCKET



For the urban spaceman look.

BRICK



The name says it all, luvvie.

SUCKERBALL



Will send you right up the wall.

RUBBER BALL



Don't be wet — get one of these!

BOMB



Bound to go down one at parties.

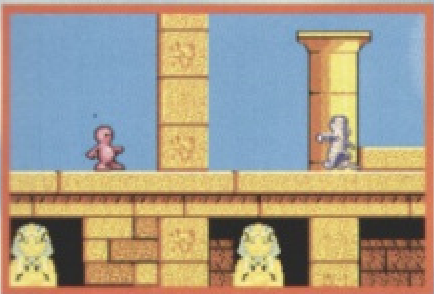
POGO STICK



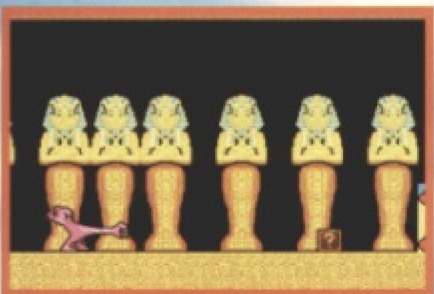
For real high-flyers.



▲ *Some bugger put a banger under me prayer mat.*



▲ *More cleo-onic capers.*



▲ *Jelly gives a pharoah fisting in the Egyptian episode.*



▲ *The little pink man rubs shoulders with the large hairy worm.*

TOP OF THE WORLD

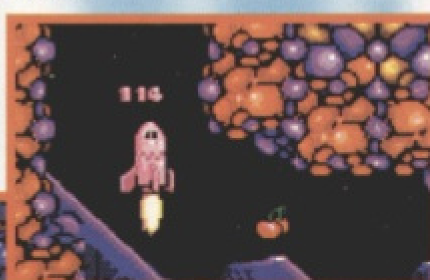
Six stages await Jelly's attentions before he gets to earn his freedom. Toy World, Ice World, Aztec World, Desert World, Space World and Sky World, each of which contains morphs and baddies based on each theme. For instance, whilst Jelly belly-butts clockwork soldiers and marbles during the first stage, weird aliens and oil sheiks await later. Similarly, larger creatures, including Neptune (King Of The Deep, to you dummies) and Dune-style sand worms appear every now and then just to make things even harder. Sods.



▲ *Poor little Jelly justs shrinks from the cold weather.*



▲ *Jelly has a quick peek at his little pink pal.*



▲ *The large pink rocket prepares to blast off.*



◀ *Sink the pink with your lurve torpedoes.*

LIGHT BULB



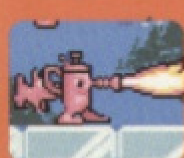
Will light up your life. And others'.

SKATEBOARD



Very 80s, sweetie.

FLAME THROWER



Guaranteed hot pants.

BOAT



For the naughty nautical look.

COMMENT



GUS

One hallmark of a true classic is that it never comes in a form you would expect. Jelly Boy is a perfect example, as a quick glance would relegate it to the vast pile of mediocre platformers the Megadrive has endured over the last few years. But playing actually reveals an achingly addictive and vast adventure that scores entirely on the ingenuity of its levels. The stages aren't long treks through pretty but featureless scenery — there's usually a tricky problem or challenge of gaming skills to be overcome, and the result is you're prepared to play levels over and over again without becoming frustrated. Surprisingly, the graphics and sound don't let the package down — they're strangely apt. Jelly Boy's a game you'll keep reaching for.

GRAPHICS

83

▲ More backdrops and graphical ideas than any other platformer you'll see.
▼ The sprites hardly push back the boundaries of what the Megadrive can do.

SOUND

65

▼ Let's just skip this bit shall we? Dire tunes and minimal sound effects make Jelly an aural ordeal.

PLAYABILITY

91

▲ Superb. There are dozens of morphs to get to grips with, each with individual controls and a strict time-limit. Instinctive to play and never dull.

LASTABILITY

90

▲ Eight sub-levels per world, with more than enough puzzles and badguys to keep you busy. Collating the puzzle pieces isn't half as easy as it sounds thanks to some of the tortuous routes..

VFM

90

▲ You're getting a lot for your forty quid, and there's a lot packed into the game's 8MEG. A perfect price for such a packed cart.

OVERALL

90

The may not be much to look at, but Jelly Boy is the most versatile platform hero to date. Playable and loads to see and do — the perfect combination. Get morphing.



Ristar



1 PLAYERS	16 MEG

GAME TYPE
PLATFORM

PRICE	£44.99
BY	SEGA
RELEASE	JANUARY

OPTIONS
CONTROL: JOY PAD
CONTINUES: 4
SKILL LEVELS: 2
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

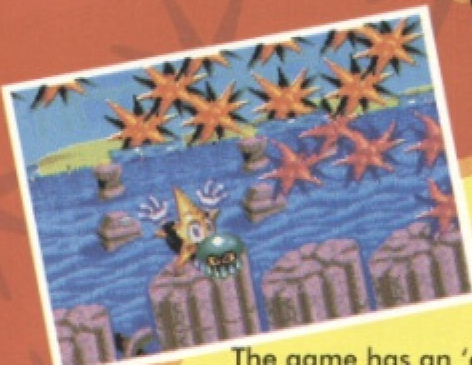
1ST DAY SCORE
25,000

ORIGIN
Originally devised as a companion for Sonic, Ristar has been in development for over two years in Japan.

GAME BREAKDOWN



GAME AIM
Rescue the enslaved populations from a system of planets by indulging in some platform head-butting.



◀ *My anemoniacal mionions will destroy you!*



WORLD WEARY

The game has an 'epic' feel, set over a whole series of three-stage planets (conveniently allowing for abrupt scenery changes every so often). These celestial stopovers all have their own characteristics — the first being a forest planet, with deadly flora and fauna. The second, Undertow is set almost entirely underwater, with a series of chambers filled with naughty nautili and squid. Scorch incorporates all things hot, including lava tides and furnace traps. Then Sonata takes things to a weirder plane altogether: a musical planet with the sub-plot of releasing the harmony birds with the magic metronomes. Once each planets head denizen has been butted into submission, Ristar accelerates for a cosmos crossing bonus tally.

It's a father-son kind of thing in outer space. Again. Whilst relaxing deep in his watery planetary star home, little Ristar receives a panicked message from the strange wormlike people who wear Fezs, going something along the lines of "someone's kidnapped your father, the great leader, and enslaved the local populace. Er, help!".

Rising from his stupor, Ristar prepares for an interstellar mercy mission. His cute five-pointed look is deceptive — only one person ever called him 'Twinkle' at school, and they only ever did it once, because Ristar was Alpha Centauri head-butting champion three solar cycles on the trot. Evolution has given him an exceptionally hard forehead and extended arms to match. This so-called 'evil tyrant' is going to wish he had never been born...

▼ *Where the bald eagle dares.*



▲ *Swinging on stiff rod.*













SPIN ON THIS

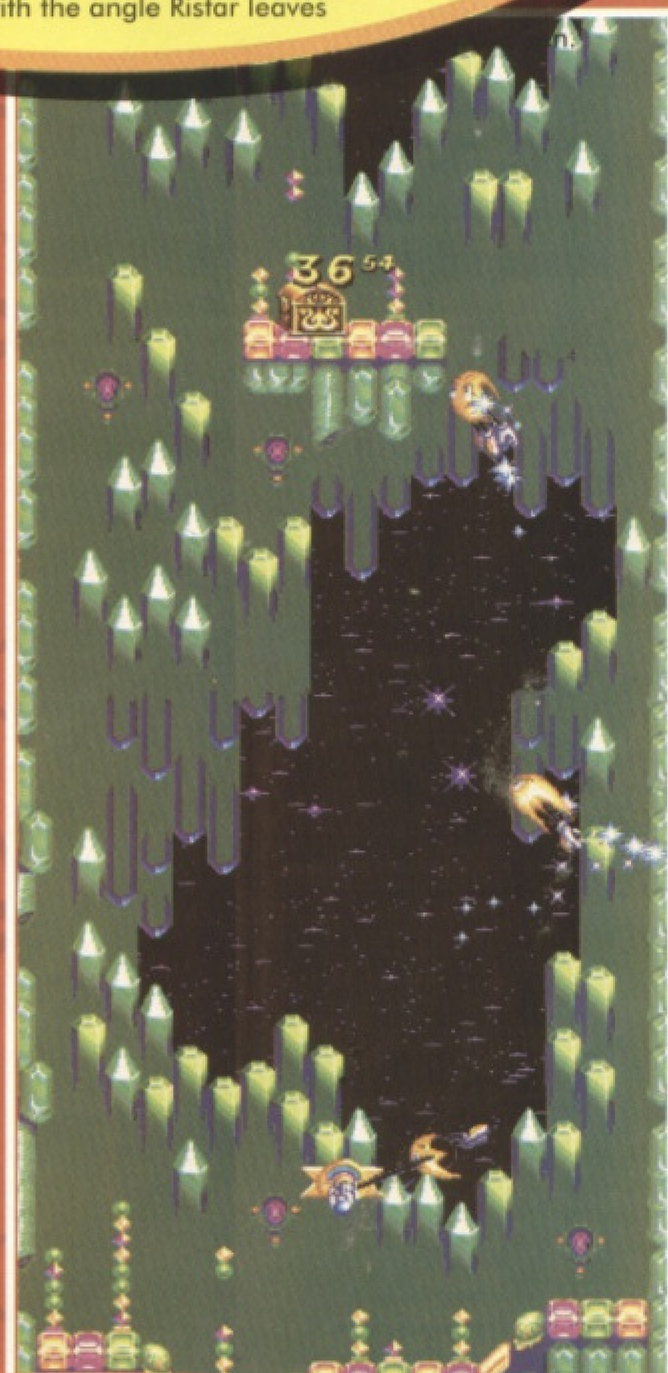
When Ristar comes across an attractive metal pole, he's tempted to get swinging. Accelerating in the direction of rotation sets him up for a stratospheric boost — but only if the release timing is right. Most of these poles help Ristar to inaccessible places, but the pole placed at the end of the level is used to calculate a height bonus, which rises with the angle Ristar leaves







▲ *This illuminating shrub tends to go on the blink.*









GRASPING THE ESSENTIALS

Ristar's attack method is subtly different to that of his Sega platform partners in crime. The bum bounce has been foregone in favour of the head-butt. Ristar extends his hands and grasps any meanies within range. Releasing the button causes the cranial collision. However, holding the button keeps Ristar's prey in.thrall. This can be used to hitch rides on moving baddies, like birds.



Kidnly gossame seeds float gently upward.



COMMENT



GUS

Ristar is unlikely to win many awards, or many accolades. It's rather staid and unoriginal platform format is a good enough reason to keep it out of the heated and hard-fought days of Christmas to mop up the new year Megadrive-owning contingent. But this harsh analysis doesn't do the actual game full justice, since it is an enjoyable, quirky and well assembled little number. The graphics are nice and very varied, and Ristar's fluid control is one of the most pleasant aspects of the game. Some of the gameplay ideas verge on the puzzle level, and the whole pole-swinging bit — bonus games et al, is a strong element in Ristar's 'feelgood' factor. You certainly don't feel as if you've wasted time on the game, even if it is just too easy. Not in the same league as Earthworm Jim or Headdy, but acceptable amongst the younger age groups.

WILD BLUE YONDER

There is one special pole on each level that takes Ristar to the bonus game. On each bonus round, the object is simple — get the treasure. Usually this involves a test of his pole-spinning skills, but variations include swimming after a reluctant pearly prize.



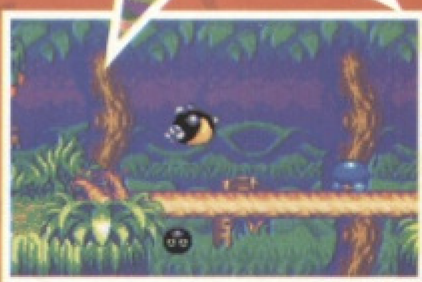


COMMENT



STEVE

Joining an ever-growing pile of recently-released platformers, Ristar scores extra brownie points for its cute graphics and novel twist on the customary bum-bouncing kiling system. The Ristar sprite is endearing enough, and his platform-laden world is brimming with nice touches (knocking trees over to form bridges, for example) and plenty of foes, but it just seems to lack that essential playability to take it into the Sonic and Headdy league. Congrats go to Sega for trying to add a twist to the platform genre, and a year or so ago Ristar would be wearing a Megagame logo with pride. In these days of Earthworm Jim and Co, though, I feel obscurity beckons. Sadly.



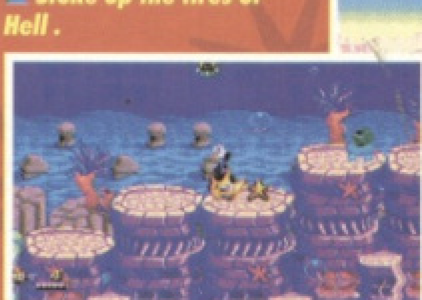
Prepare to be swept away by a wave of doom.





Gemz in the house.

Stoke up the fires of Hell .





GRAPHICS 88

▲Great variety between the stages, and Ristar has his own star quality.
▼-Some of the colour combinations are lurid and fuzzy.

SOUND 81

▲The first stage tune is great, and the Sonata level files under bizarre background music. Nice FX.
▼Some FX are like cheese-graters on the ear.

PLAYABILITY 85

▲Pleasantly playable, and the well-handled novelty of Ristar's attack method giving the game its own distinctive feel.

LASTABILITY 77

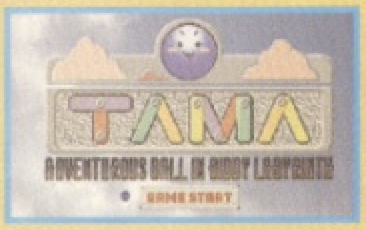
▼A bit of a soft touch, our Ristar, and really one for the less experienced (or fingered) amongst us.

VFM 83

▼Too much for a game of this type. Only the biggest or most exciting concepts warrant equivalent price tags.

OVERALL 84

Likeable, if not exactly lovable, and pretty interpretation of the old platform chestnut. Now does anyone have some new ideas?



1 PLAYERS

GAME TYPE: PUZZLE

PRICE: IMPORT

BY: TIME WARNER

RELEASE: IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 1-9
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: EASY

1ST DAY SCORE

450,000

ORIGIN

An idiosyncratic product with tenuous links to Marble Madness and maze games.

GAME BREAKDOWN



GAME AIM

By tilting the maze, lead the ball from entry to exit point before the timer counts down.

You might not think that the story of a ball is one which Megadrive owners would be dying to follow. What does your average ball do? Let's get it straight that we're talking about the standard inanimate object type of ball, not other kinds you might be confusing Tama with: Tama being the ball in question in this particular Saturn outing (Tama happening to be 'ball' in Japanese). Tama lives alone, playing on his see-saw until some strange inter-planetary craft arrives comes and challenges him to solve 30 odd tilting mazes.

If all this sounds bizarre, it's because it's Japanese (no further explanation required). But the twist to this very early Saturn game is that it comes from Time Warner Interactive — part of the US-based conglomerate, produced with a Japanese team of programmers and catchily subtitled 'Adventurous ball in giddy labyrinth' (who uses 'giddy' except in references to aunts?). But does the game match all the cross-cultural hilarity?







HOLY COW

A bonus round in this sort of game is generally obligatory. You can search for Tama's until the cows come home. Well, that's how you get it. On one level in every group, a brown cow is positioned. Touch the cow to get it in tow, then lead it to the exit. When the set of levels is ended, you travel to one of six separate bonus screens. These are variations on the Tama mazes, but without hazards. The object is to collect all the bonus tokens within the time limit.



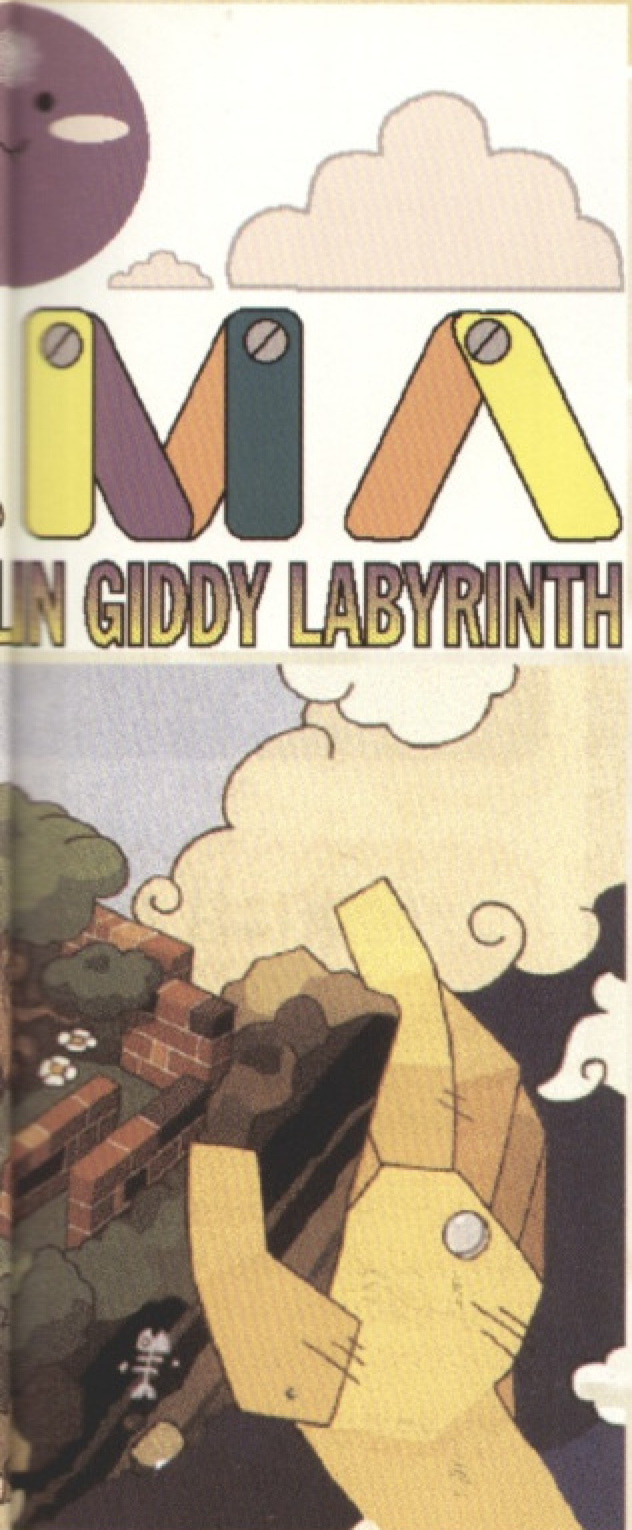
▲ *Get out of the way you fat, useless cow!*





▲ *Needless to say, insurance policies cost an arm and a leg in Tamaville.*



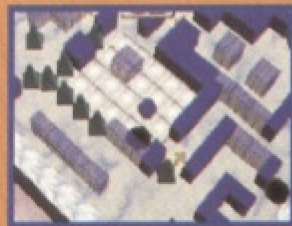


KINGDOM OF SPHERE

There are obstructions on your way. Tama has infinite lives, but colliding with hazards takes up precious time. On early levels, problems are limited to holes and sealed doors, but each of the six areas have their own features:



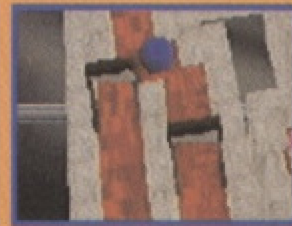
HOLES
Graduate to stretching and patrolling holes.



ICE
Reduces your control of the ball, usually at tricky points.



PINK BLOB
Petrifies the marble on touch.



GUILLOTINES
Their slashing blades require timing to avoid.



REVERSE POTION
Turns you red, and reverses all the controls.



SWITCHES
These activate essential features like lifts and doors.



ELEVATORS
Do little more than delay your progress.



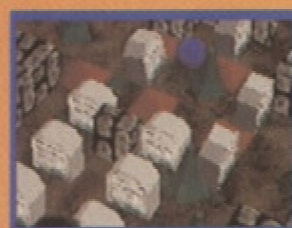
CATAPULTS
An essential way of traversing the later levels.



TIME
A limited and precious collection of timer boosters.



SPRINGS
Brushing against these causes an unwelcome boost.



GRAVESTONES
These are easily unbalanced and fall.



FANS
Blow your ardent marble off course.

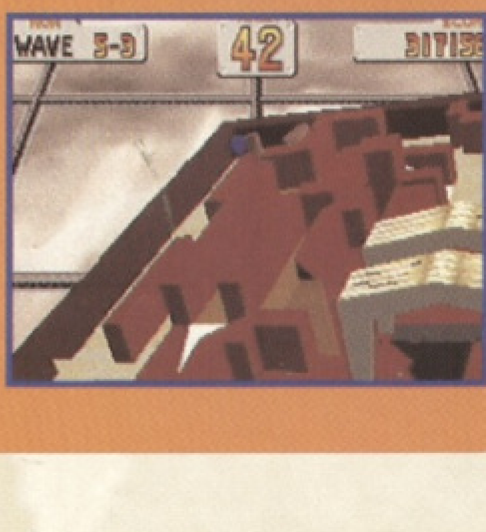
SIT AND SWIVEL

The locus of Tama's travails is 30 3-D mazes suspended in space. By appearance, Tama looks a bit like Marble Madness and other such games. But the control interface is a bit different. Instead of controlling the ball, you have control over the maze. The steeper the angle of tilt, the faster the ball rolls. It's just like the wooden marble mazes that some of you might have got when you were kids, during the Blitz or something. The physics of inertia are quite pronounced, so a delicate touch on the controls is needed. But then there is a time limit...







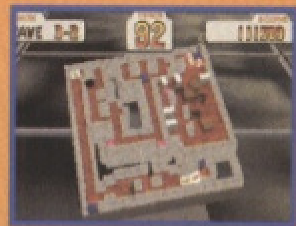


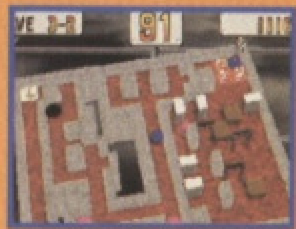




ON A SCALE OF ONE TO TEN...

It's hard to play Tama and not think someone's been using a fancy piece of hardware. That hardware is the Saturn's twin processors, principally VDP1, which maps sprites into geometry. Basically, that means it's good for producing 3D effects like the Tama maze, and even better at manipulating them. So prepare to be reasonably impressed as you zoom smoothly into the action for a close-up, or back for an aerial view of the level. The joypad's top buttons rotate the entire maze with ease. Rotation isn't just for a better view of the ball's position — combining it with the tilt control enhances your control of the maze.











▲ *Operation Trumpton: your task is to take over Pippin Fort and kill the cowardly curs within. Oh yes.*

TAMA
ADVENTUROUS BALL IN GIDDY LABYRINTH







COMMENT



GUS

Whenever a new system like the Saturn is developed, coders experiment with all the hardware effects they can easily program. Scaling and 3-D mapping is one well publicised feature of the machine, so it isn't hard to see where the impetus for Tama has come from. As a finished game it looks rushed, as if the programmers were up against the release deadline. Whether this is the case or not is unclear. But while the Tama idea is quite neat, and certainly original, it's underdeveloped, too easy and lacking in excitement. The idea could have been fleshed out by a two-player mode and similar ideas, but in reality the options are limited. As for its other weaknesses — 30 levels is disappointing, especially when you can cover most in a day. There aren't enough features, the challenge relying on the stopwatch. Although soothing to play, and attractive to watch, Tama is a come down after the turbo-charged Virtua Fighter. It's just the beginning, though.

COMMENT



STEVE

After the joy of Virtua Fighter we come down to Earth with a bit of a bump. Whilst it is indeed very impressive to play a puzzle game which allows you to view the action from any angle, a lasting game this does not make. Tama is little more than one of those irritating 'balls in holes' games you get in a cracker — but dearer. Much dearer.

GRAPHICS

83

▲ The 3-D manipulation is superb, and effects, like transparency are subtly used.

▼ Colours are often drab, and some sprites are badly-defined.

SOUND

80

▲ All of the music is weird, but suits the game. Later tunes are better, especially the final area.

▼ The FX could have been better.

PLAYABILITY

75

▲ Has a measure of compulsiveness, as the tables become more complex.

▼ A slow game with few moments of drama to enliven it.

LASTABILITY

56

▼ Far too easy. There are only thirty mazes, too many continues offered and no limit on lives during the game.

VFM

70

▲ One of only a couple of non-jap text games on Saturn.

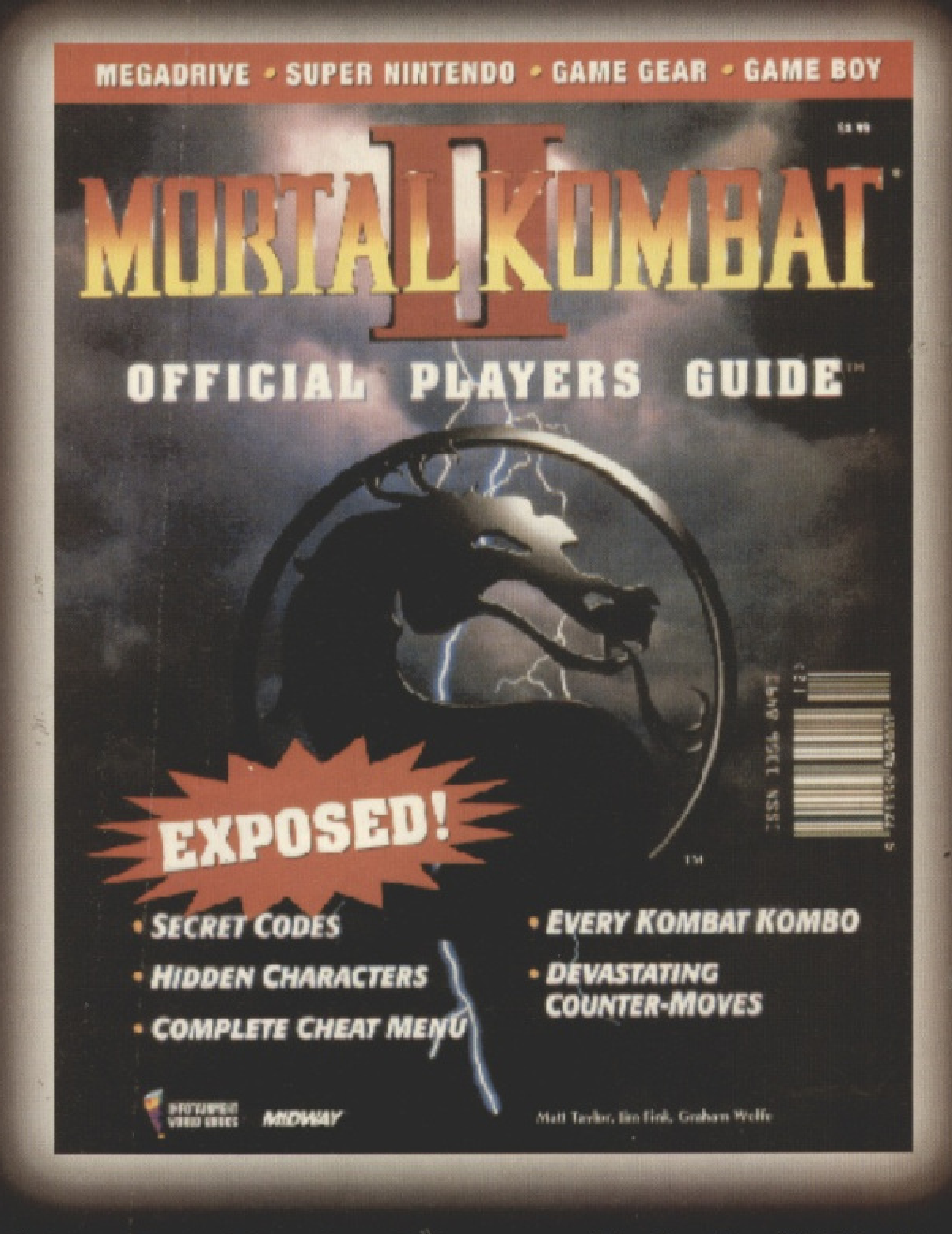
▼ Nowhere near as good as Virtua Fighter.

OVERALL

69

Not something you'd choose if the software range was larger. A tentative exploration of the Saturn rather than a well-rounded game. Best be patient and pass.

WORTH FIGHTING OVER.



The definitive Mortal Kombat 2 players guide for the SNES, Megadrive, Game Gear and Gameboy.

On sale now in a newsagent near you, only £4.99



1-4 PLAYERS | **16 MEG**

GAME TYPE
BEAT 'EM UP

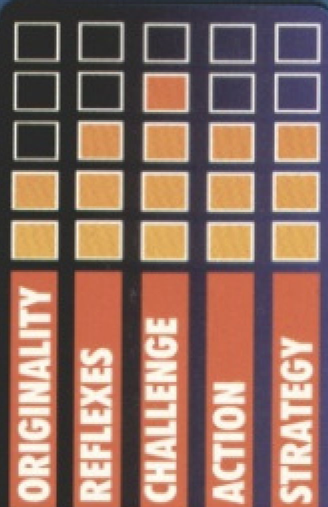
PRICE	IMPORT (£40)
BY	SEGA
RELEASE	IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: N/A
RESPONSIVENESS: AVERAGE
GAME DIFFICULTY: HARD

1ST DAY SCORE
BEAT 3 CHARACTERS

ORIGIN
Programmed by Treasure it's an old style beat 'em up with the twist of four-tap participation.

GAME BREAKDOWN



GAME AIM
Pummel the pitched opposition (natch) in a series of encounters, either one-on-one or in teams.

YU HA

The beat 'em up, in 16bit terms at least, has gone about as far as it can go. While Virtua Fighter astounds with its three-dimensional finesse, the Megadrive must make do with MKII and Super Streetfighter conversions, albeit high quality ones. But if there is one last stop for the genre, who are more qualified than Treasure to take the genre there?

An apparently tireless and inexhaustible source of new games, Treasure have genre-surfed since the sensational debut of Gunstar Heroes last year — McDonald Treasureland, Dynamite Headdy, the promised Relayer. Is there anything these guys will not try their hand at? Now they have a combat game, presently available only in Japan and on import. But with this developer's track record, an early review of Yu Yu Hakusho is nothing less than compulsory.



IMP GUY
Has a powerful fireball that can be powered up to humongous proportions, and a nifty air-launched variation.



LITTLE LIMAHL
He charges his trusting scimitar too launch a shock attack. He also has a four-hit head 'n' ball combo rush!



TOE TAPPIN' ACTION
Yu Yu Hakusho's big innovation is four-play simultaneous action through the mechanism of the Sega Tap. With no apparent slowdown, the Megadrive handles any combination of one to four combatants, fighting against each other or playing together against computer characters. The option is extended into the 'tag team' option, where teams of human players can pitch themselves against each other.



CREEPY GUY
He has 'orrible 'ands that grope you from nowhere, and he can turn himself into an absurd spike AND appear in two places at once!





PINK RINSE
She could be related to Imp — they share the same taste in fireballs. However, Pinky has an excellent rushing uppercut and multiple fireball attack.



WEIRDOS INC.
Whatever way you swing with beat 'em ups, we can guarantee you'll never have experienced some of the wacky specials the Yu Yu fighters have up their sleeves. From the sublime to the ridiculous, the eleven fighters have some bizarre routines:



ROSY WITCH
A flick of the wrist summons a deadly bush beneath her foe's feet. She isn't averse to pulling out her whip and giving them a good seeing to either.



yu
koshu





BROKEN-NOSED MOHICAN
He got loads of specials. One is a mega fire-ball which can be stored and launched later, but it pales next to his six-hit helicopter kick with head-butt finish!

BASIL FAWLTY
So named after his very long legs. They same to aid in the launch of his ground-hugging fireball. His other claim to fame is a handgun, making a mockery of 'unarmed combat'.

STYLEE
Yu Yu's graphic styling and characters resemble the 1994 import Dragonball Z. Like Dragonball, the characters have a second bar denoting the strength of their magical energy, which is drained by certain special attacks, and needs to be recharged leaving the fighter vulnerable.



MYSTIC REG
His classique is the disembodied hands — attack your foes from a safe vantage point with a pair of spooked marigolds! And he teleports if that's not enough for you.



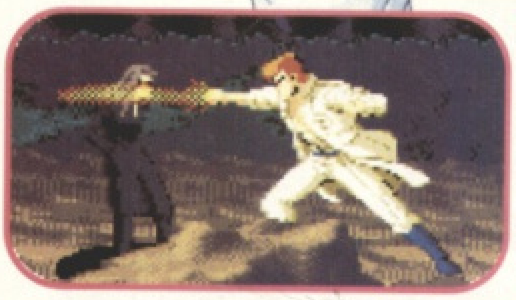




SPIKE HEAD
He has a stud poking out his skull. More interestingly he can turn himself into various whirling typhoon forms.




TIP FOR THE TOP
The tournament option is a variation pitting tag teams against each other in a series of playoffs for the ultimate prize. Up to eight competitors can participate, taking turns in teams of two. In four-player exhibition mode there's a separate score table for this option that charts the victories of each human player against his three co-combatants.



GINGER QUIFF
He likes to brandish his large ginger rod and run his victims through. He also has a remote sword swipe.



FORE PLAY
The play area of Yu Yu is enlargened by adding a background plane to the arena. Using the Y control on a six-button pad, or a combination of the directional and buttons on a conventional pad, the character is able to jump further back into the back-




ROCKY HULK
Not much happening here. He has a power uppercut, but we were bemused by his strange wrist shaking motions that have a stunning effect on enemies (?).



COMMENT



GUS

Yu Yu is principally of interest to see how Treasure handle the beat 'em up genre, for its four-player mode and some of its, shall we say, imaginative moves. All in all, this isn't as immediately successful as their previous efforts. It's the sort of very Jap game that doesn't travel well. As such it may well go the way of Dragonball Z, which it resembles, and never see a release here. However, the four-player option is enjoyable pandemonium (you don't even need human friends to enjoy it), and the game has a reasonably nice feel. The main problem is a certain sluggishness and lack of imagination on the part of the computer characters — they single-mindedly block you into corners and beat the crap out of you. Don't trek down the shops especially for it, but Yu Yu has a reasonable placing in 'Wonderful world of combat games'.

COMMENT



STEVE

In these days of SSF and MKII, it takes something very special to impress me in a beat 'em up. Sadly, despite the addition of a four-player mode and a neat two-depth play area, Yu Yu just hasn't got what it takes. The moves are dull and just don't flow as smoothly as the aforementioned conversions. The four-player idea adds a good free-for-all feel to the proceedings, but this is very average stuff and the first disappointment to emerge from Treasure. It may be cheap, but buying this is false economy.

GRAPHICS
81

▲Good animation and some nice special moves.
▼The backdrops are sparse and dully coloured. It all looks a bit lame.

SOUND
80

▲Driving music for each section, and tons of high-quality sampled speech.
▼Not up to the standard of Treasure's other in-game music

PLAYABILITY
79

▲A wide variety of game options, specials are easy to accomplish and there's team play..
▼Slower and more sluggish than MKII.

LASTABILITY
75

▼Fit to pull out when you have friends round, but otherwise it has mainly novelty value.

VFM
80

▲If your Megadrive is switchable, the import price can undercut high-street beat 'em ups.
▼ But MKII and SSFII are much better.

OVERALL
76

Recommended to Treasure groupies, four-tap junkies, beat 'em up weirdos and rabid Jap-import maniacs everywhere!

WIN! WIN! WIN!

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John Menzies

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BC Racers



1 PLAYER | CD

GAME TYPE
RACING

PRICE £44.99

BY CORE DESIGN

RELEASE DECEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS:4
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
EASY

1ST DAY SCORE
COMPLETE EASY TRACKS

ORIGIN
Starring the Chuck character of previous Core capers, and gameplay with more than a nod to Super Mario Kart and Street Racer.

GAME BREAKDOWN
ORIGINALITY
REFLEXES
CHALLENGE
ACTION
STRATEGY

GAME AIM
Cross the line first in each of the eight races of four tournaments. Use in-kart violence to further your own ends.



Cross The Flintstones with Wacky Races and a dash of Thunderhawk and what do you get? Not an awful mess and dual lawsuits from Stephen Speilberg and Dick Dastardly — you find yourself in possession of BC Racers. Billed partly as a Sega reply to the evergreen Super Mario Kart, Core have transplanted character elements of their Chuck Rock games (although the hero this time is neighbour Cliff Ace and his 'chick' Roxy), and recommissioned the 3-D engine that produced earlier hits like Battlecorps, giving it some antediluvian upholstery.



COMMENT



GUS

BC Racers is really nice, but I don't think it has it just right. For starters, as far as the Mega-CD is concerned, this is not Mario Kart Replacement therapy — there's none of the crucial head to head action. Secondly, one of the biggest flaws is the game's easiness. Players of moderate prowess will dispense with the bland earlier courses very quickly, leaving only half the game to crack. Some levels look and work better than others — the forest and volcanic stages are sensational, but levels like Blizzard Blitz are unexciting in comparison. All this doesn't detract from a great control, fluid fighting, nice 3-D scaling and the flow of ideas cropping up on later courses. However the chance to exploit game options — like custom tournaments — has been overlooked.

BONER

The bikes stats are shown in amusing (vaguely) rocky idioms. The speedometer is a bone, and a crumbling rock denoted the bike state of repair. Fall into water or fire and a pterodactyl rescue service makes an appearance. It's all part of the Pre-Cambrian fun!

COMMENT

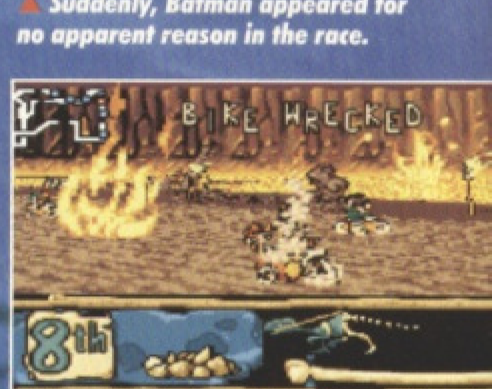


STEVE

BC Racers is a neat enough race game but fails on a couple of points. First it's a little too easy, whilst the second fault is the awful two-player mode. I also got the feeling that some of the levels were bashed out in a hurry as some were extremely polished, whilst other pretty sparse and ropey. BC Racers isn't all bad, but Mario Kart it certainly ain't.



▲ *Suddenly, Batman appeared for no apparent reason in the race.*







TRACKS OF MY TEARS

There are eight track landscapes, and four tournament levels of each — giving a grand total of...32 I think, but don't quote me on it. The four tourneys represent levels of track complexity and thus difficulty. The latter two are reserved until you've conquered the nursery courses. The wide-ranging terrain includes:

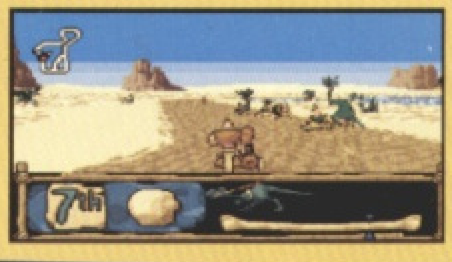
ROCK CITY RACE
Bollards, street lamps and manholes



NIGHT RALLY
Tomb-ba-ya, ma lord and popping gravestones.



DESERT DRIVE
Best bit is the whirlwind shortcuts.



JUNGLE RUMBLE
Looks the best, with loadsa leaps.



SWAMP STOMP
Right-turn piers and bilge water.



BLIZZARD BLITZ
Icy patches, but no much else.



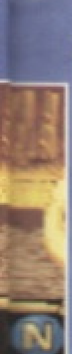
CAVE RAVE
Rickety bridges of decreasing width.



VOLCANO DASH
A fiery finale with flames of desire.







SHARIN' STONE

There are six rock combos to pick from, each scored in selective prehistoric racing categories, acceleration, weapon power and top speed etc. There's also a seventh non-selectable racer, Stiggy Saurus. Most of the race is spent taking out the other pairs, with well aimed attacks from driver or partner. Reduce an opponent's energy bar to zero and you get a bonus as well as trashing their wheels.



GRAPHICS 84

▲The 3-D creates a crisp, speedy world, consistent with its theme. Three view points.

▼Close combat is obscured by unsightly cartoon captions.

SOUND 92

▲Each track has a distinctive, relevant background theme. These are up to Core's normal high musical standards.

PLAYABILITY 86

▲Well configured and responsive controls make this an enticing play prospect.

▼With nitros on every lap, it's calibrated slightly too easy.

LASTABILITY 76

▼The lack of a split-screen option and the simplicity of the first 16 courses reduce the game's longevity by some degree

VFM 85

▲ Costs no more than average and with all that intro stuff as well.

OVERALL 82

Cool karting without a doubt, but BC Racers fails to realise its full potential in Mega-CD form at least.



1-2 PLAYERS | **24 MEG**

GAME TYPE
BEAT 'EM UP

PRICE £59.99

BY SEGA

RELEASE FEBRUARY

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINATE
SKILL LEVELS: 3
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: ADEQUATE

1ST DAY SCORE
BEAT THIRD FOE

ORIGIN
The first 32X beat 'em up draws ideas from everything from Samurai Showdown to MKII.

GAME BREAKDOWN



GAME AIM
Defeat one of a number of alien miscreants in a 'best of three' bout of one-on-one combat. Using special moves, if you like.

COSMIC CARNAGE

What do the following films have in common: The Fugitive, Scum, Natural Born Killers, and Porridge: The Movie? Simple, they all revolve around prison break outs and the riots that ensure. Oddly enough this very crap and tenuous intro brings us to Sega's first beat 'em up for the Glade Mushroom... sorry, 32X: Cosmic Carnage.

The game's scenario tells of a revolt on a distant prison ship which is spiralling out of control. With the guards having fled using the emergency escape pods, only one is left so the intergalactic Fletchers and Godbers decide to slug it out until only one is left standing — the rightful owner of a ticket to freedom. Personally, I'd wait until they'd started laying into each other before nicking the pod, but, hey, never mind...





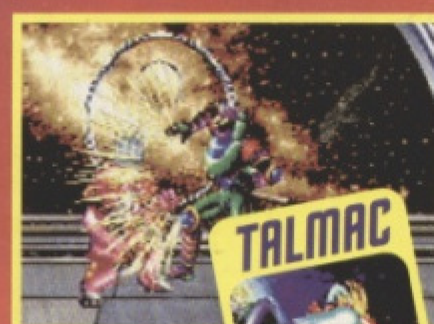
▲ Snake man fights robot thingy

◀ Attack of the killer tomatoes for your 32X.

MOVING STORY

Cylic, Zena-Lan, Naruta and Tyr are the lucky fighters capable of donning armour. The items required are selected at the start of the level, and add extra special moves to their inventory. For instance, when suitably attired, Cylic the grasshopper has access to a machine gun knuckle attack and grenades, whilst Zena-Lan can opt for either heavy or light armour and add flying lariat and crusher moves to her specials list.





◀ Use a hanky you dirty sod.

NAME THAT GOON

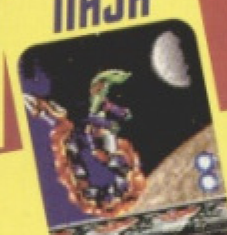
Cosmic Carnage features eight combatants, each with differing skills. Among the odd octet there are snake-like fighters, vicious mutants and insectoid foes. Each has razor sharp additions of some sort, but some of the characters have the benefit of armour which can be selected by the player before the bout begins.

TALMAC



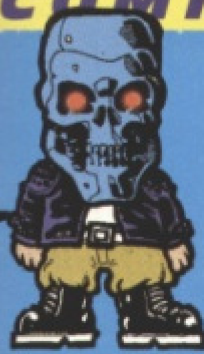
A fast-moving fugitive armed with razor claws.

NAJA



Mocked because her name is slang for a gonad, Naja has a whip-like tail.

COMMENT



GUS

We never expected everything on the 32X to match the quality of the launch games, but Cosmic Carnage is far inferior to a large clutch of existing Megadrive beat 'em ups, some of which have been around for yonks. I can see the basis for using scaling and zooming to get a sense of dynamism but it just doesn't work because the sprites are too blocky close-up. The remainder of the graphics, and the animation are frankly sub-standard. Along with the character profiles they show a distinct lack of imagination in the game design. Gameplay is the crucial area, and here Cosmic Carnage fails once more with sluggish, jerky action. Harsh words, but Sega have made bold claims for their kit and are charging a fair whack for it too: This isn't worthy of either.







▲ *Making lurve under the stars.*

COMMENT



STEVE

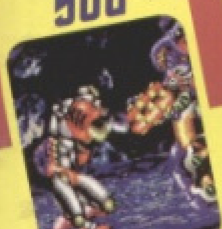
No, no,no, no, no! This is an absolute travesty of a beat 'em up which would be awful if it were just running on a Megadrive — let alone a 32X! What we have here is a sluggish, tedious mixture of beat 'em up styles which takes MKII's blood, Samurai Shodown's zoom mode, and Double Dragon V's crap gameplay. With only eight characters and a selection of dull special moves, Cosmic Carnage was never off to a good start, but the actual fighting features dire sprite detection and slow-moving 'action' and it takes so long to wipe out your opponents (even if repeating the same move), that your interest will wane before you realise you've spent money on the thing. After Star Wars and VR Deluxe, we all know the 32X can do better than this — so let's see it proved.



◄ *Kick to the face!*



YUG



Ape-like, Yug has tremendous strength and powerful punching abilities.

DEAMON



A mixture of scorpion and man, Deamon also has claws for weapons.

TYR



One of the armoured fighters and an expert in weapon usage.

NARUTO



Armed with a sword and more specials than any other fighter.

CYLIC



Resembles a grasshopper. Has plenty of projectile attacks. And rubs his back legs together.

ZENA-LAN



A distant relative of Lena Zavaroni, and has a fast punching speed.





► *Another spacey backdrop to accompany the tinglingly futuristic action.*

GRAPHICS — 71

▲Large sprites and a neat zoom option.
▼ The animation isn't all it could be, and the colours are dull and lifeless.

SOUND — 49

▼Awful. Limp tunes and a smattering of familiar sound effects. oh dear.

PLAYABILITY — 51

▲Beat 'em ups are always worth a casual look.
▼The dodgy sprite detection and slow action kills of any chance of addiction.

LASTABILITY — 36

▼No, sorry. What's that again. It certainly isn't here...

VFM — 36

▼You're taking the mick, yeah?

OVERALL — 42

This would be crap on the Megadrive. On the 32X it is unforgivable. Hardly next generation stuff...

Daffy Duck in Hollywood

1 PLAYERS | **16 MEG**

GAME TYPE
PLATFORM

PRICE TBA

BY SEGA

RELEASE TBA

OPTIONS
CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
PLAY IT TWICE

ORIGIN
Licensed from one of the earliest Looney Tunes characters, Daffy Duck, with arch-enemy appearance by Yosemite Sam.

GAME BREAKDOWN
ORIGINALITY, REFLEXES, CHALLENGE, ACTION, STRATEGY

GAME AIM
Recover Sam's awards by trudging through the walled 'movie sets' of the platform levels.



How They Are (Not) Related: Part 503.

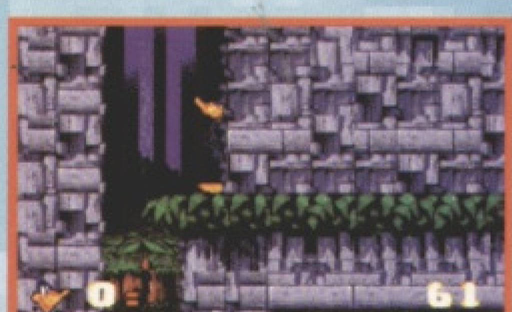
Exhibit 1: Pink Goes to Hollywood: Tragic platform fiasco by Tecmagik for the Sega Megadrive video game system. Involves taking a well-known (and lucrative) licensed cartoon character and running him through the bowels of a tedious series of platform levels. To ensure maximum variation in graphic styles with the minimum requirement of believable plotting, uses the concept of spoofing 'Hollywood' movies, with themed film levels (Robin Hood, Horror etc.).

Exhibit 2: Daffy Duck in Hollywood. Tragic platform fiasco by Sega, for the Sega Megadrive video game system. Involves taking a well-known (and lucrative) licensed cartoon character and running him through the bowels of a very tedious series of platform levels. To ensure maximum variation in graphic styles with the minimum requirement of believable plotting, uses the concept of spoofing 'Hollywood' movies with themed film levels (Robin Hood, Horror etc.).

TURKEY FRICASSE

Each level is segmented into a series of sub chambers, blocked by a brick wall. Progress is only made by collecting all the time bombs in the area and taking them to the wall. Many bombs are secreted in unlikely places, frequently through secret passages obscured by walls.

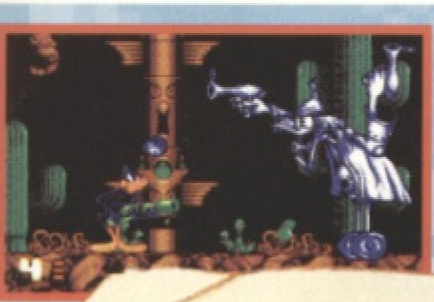
Me, Daffy Duck? No, it's not me... it's Jeanette Charles, professional impersonator.

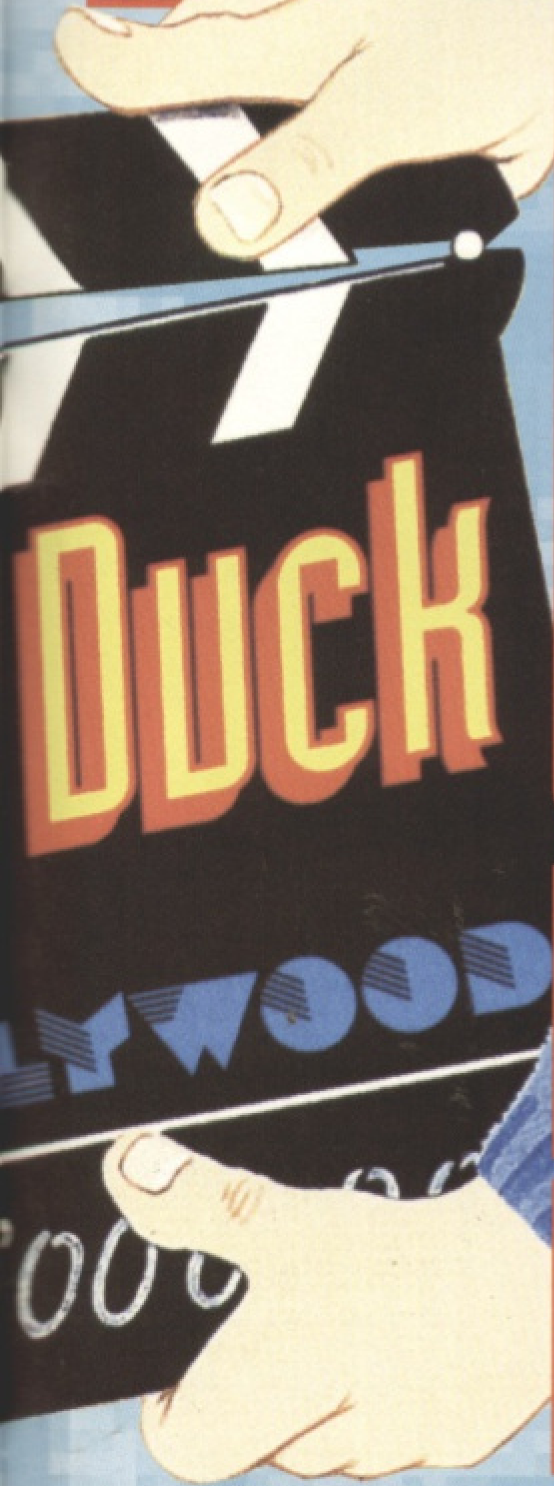


A POULTRY AFFAIR

Daffy Duck is often Laughter Central (during the signalmen's dispute) with its funny foes and burlesque baddies. There's a creeping cactus man, head-throwing skeletons and Porky pig archers. I laughed, laughed, laughed... and it started to hurt.







COMMENT



GUS

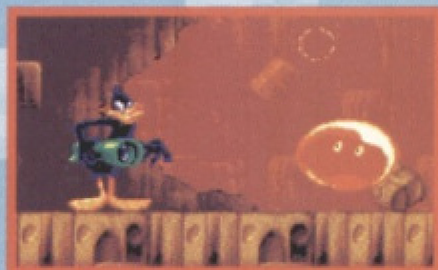
It's perhaps rather comforting that tripe like this still gets served up occasionally. Along with Chas and Dave albums and village pantos, we should always make time for amateur hour. Sadly, at this price, Daffy in Hollywood is a more expensive pursuit than a night out at the village hall or a knees up 'round the 'ol Joanna'. It looks crap, sounds abysmal and has the singularly most uninspiring game structure — hunt the bombs, find the exit, repeat — that I've seen this year. To add insult to injury, the plot idea has already been covered for another unfortunate licensed creature. Call the RSPCA.





BLOW ME!

Daffy has a bubble gun. Yes he does. Unsurprisingly, this gun blows bubbles, but perhaps more surprisingly, these bubbles are enough to disable any of the myriad foes that stand in his way. Even more incredibly, touching one of these bubbilicious baddies sends him to oblivion, thus freeing our bird to uncover more platform delights. Keep a special Daffy eye out for the bubble power ups, which alter the weapon for the better.



COMMENT



STEVE

Whatever happened to innovation? As we grow used to dynamic platform adventures which add new twists and turns the established genre. Not so Daffy Duck. Watch in amazement as Daffy shambles through a series of dull stages which bear an uncany resemblence to Tecmagic's dire Pink Goes To Hollywood. Get really tossed off as you struggle with the unresponsive controls and stilted gameplay — which looks exactly like the Pink Panther. I'm sorry but there are no plus points about this bag of crap. It looks dated, is slow to play and, despite the backdrop changes, is reptitive throughout. In this case, daffy isn't a duck — more like a turkey.







◄ *We linked these screenshots to show you the true beauty of Daffy Duck in Hollywood.*

GRAPHICS — 72

▲Daffy looks vaguely duck-like. A few nice sprites.
▼Pretty darn dull on a grand scale. Levels are cobbled together with no focal points.

SOUND — 49

▼The kind of music the Megadrive moved on from two years ago. No use of Daffy's legendary wise-cracking.

PLAYABILITY — 57

▼Is 'like a dead duck' to obvious. Daffy is so rudimentary as to be a waste of even a novice's time.

LASTABILITY — 54

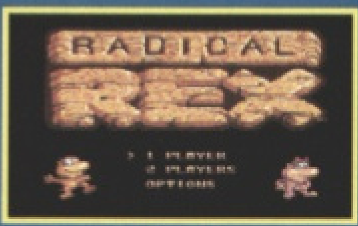
▲The policy of no continues make it harder than you think.
▼It's impossible to concentrate on. Sessions are very short.

VFM — 50

▼Offers absolutely nothing new for the player or the machine's catalogue, but this isn't reflected in the price.

OVERALL — 53

Our advice — try Mickey Mania, Animaniacs or a thousand other quality cartoon platformers, but not this!



1-2 PLAYERS | **16 MEG**

GAME TYPE
PLATFORM

PRICE	£39.95
BY	ACTIVISION
RELEASE	OUT NOW

OPTIONS
CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
QUITE CHALLENGING

1ST DAY SCORE
BEAT FOUR LEVELS

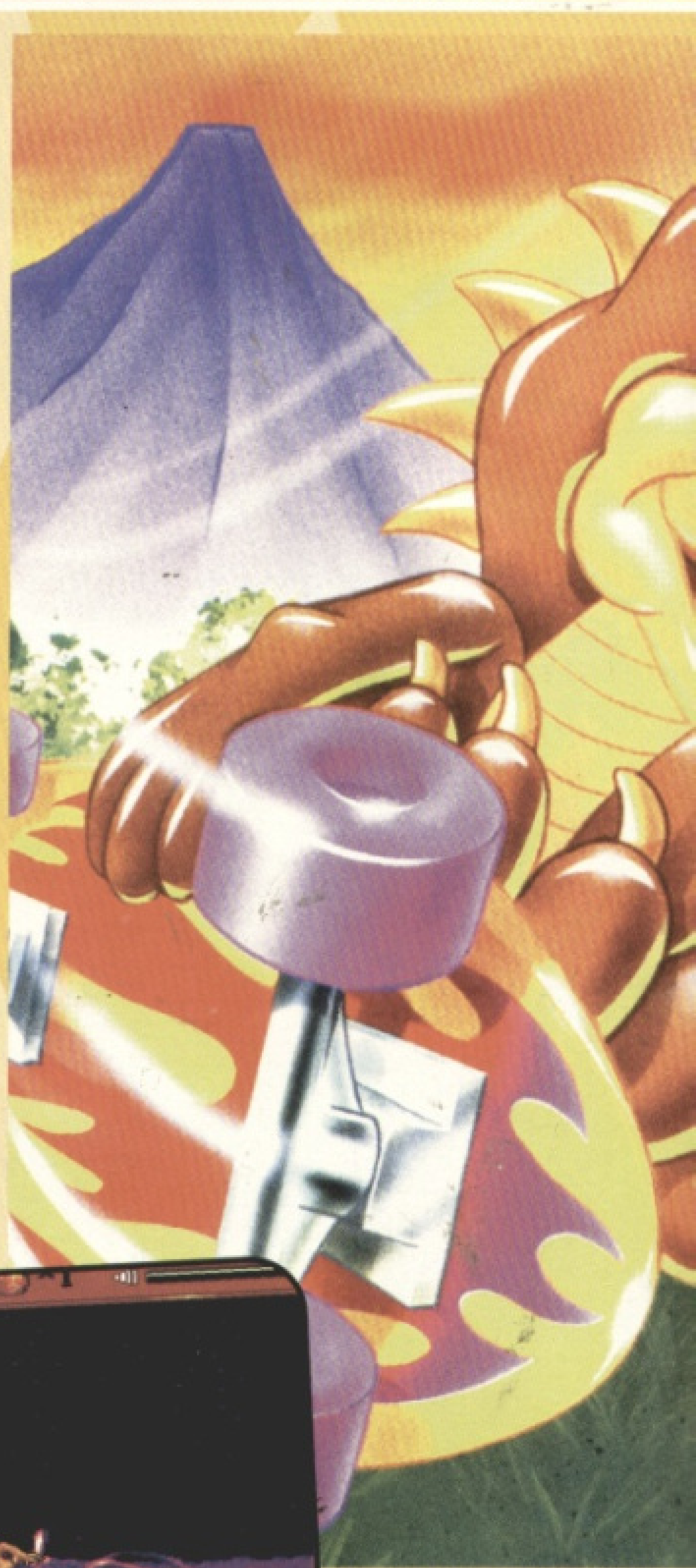
ORIGIN
Once upon a time there were these big lizards called dinosaurs, who ruled the earth...

GAME BREAKDOWN



GAME AIM
Rescue lots of eggs and defeat the evil dinosaurs.

radical REX



Take control of hardline communist Radical Rex in this platform expose of the underhand dealings of capitalist governments the world over. Guide unwashed pinko Rexinald across the hazardous landscapes of McCarthyism, Reaganomics and the final territory of Facistnaziland to claim the Golden Sickle of Marx, whereupon all the good citizens of Anarchosyndicalsville receive a second-hand Trabant and live happily ever after.

Oh alright, we admit it, that was all made up. However, it'd probably have been more interesting than the actual plot of a skateboarding, fire-breathing dinosaur traversing a bunch of prehistoric environs collecting eggs. Just think, you could have a bonus game where you have to sell as many copies of Living Marxism or the Morning Star as possible to scared commuters. Ah well, another wasted opportunity.



LIMO REX



Rex, as you may have guessed, is no ordinary dinosaur. For starters, he's still alive in this day and age (something of a rarity in itself), for seconds he's not a real one, he's just pretend and for afters he can ride a skateboard. Now, Rex may not be the first platform game character to ride a skateboard (that was Wonderboy, fact fans), but he's certainly the most reptilian. Once Rex comes across a deck he's an unstoppable skate animal, which basically means he goes very very fast, is practically invincible and can't come to a stop until he jumps off or hits a wall. Can't pull an ollie, though.





▲ *Games action ahoy in this action packed screen shot*



COMMENT



RAD

Like platform games? In that case you've probably already got a million of them in your collection. Radical Rex, whilst appealing enough in itself, doesn't really add anything to the genre (unlike Activision's last effort Pitfall). If this doesn't bother you and you're after an imaginative (if not original in terms of content) platform game which packs a good challenge you could do worse than try this out, but you're still better off investigating the Earthworm Jim/Dynamite Headdy/Sonic And Knuckles triumvirate first.

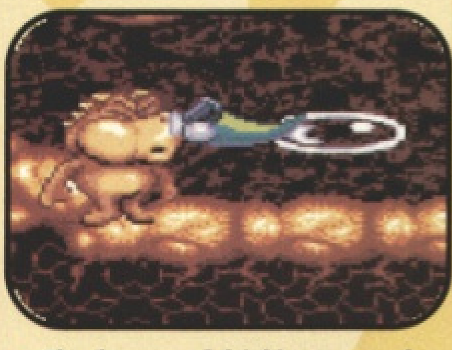
COMMENT



STEVE

If dinosaurs were as dull as Radical Rex then they deserved to die out if you ask me. With very little to differentiate it from the likes of Wonderboy and countless other platformers, Rex looks extremely tired and lacks the injection of humour or originality that makes the likes of Earthworm Jim and Pitfall so innovative and playable. In these days of well animated sprites and intricate backdrops, Radical Rex falls way short of what we expect, with minimal use of colour and bland and unimpressive characters. The gameplay is adequate with some nice ideas — have you ever explored a reptile's internal tract before? — but, overall, Radical Rex comes across as a very poor second to recently-released platform heroes. Destined for extinction methinks.





▲ *The dangers of drinking too much at New Year revealed — you never know what you'll end up kissing. That's how Claire got a bloke. Yik!*

ROAR POWER

Fire-breathing not your style? Well, fret not, for there's more than one way to skin a Catosaur. Collecting whirly icons which look not unlike The Time Tunnel from the programme of the same name endows your fresh-faced sauropod with roaring abilities (a bit like Simba in the Lion King game). One single yowl depletes even the fullest roar bars, but the power of the attack increases greatly the more icons you've collected.



▲ *He seems rather too happy for someone playing in a bile duct.*



▲ *9:10 AM: The look on Steve's face after his daily dump.*



GRAPHICS 84

▲ Cute sprites and some great backgrounds. The dinosaur intestine level definitely deserves a mention for sheer guts (ha ha ha).

SOUND 81

▲ It's sound alright. You can't argue about that.

PLAYABILITY 84

▲ Rex has a pretty impressive range of abilities for a platform character.
▼ Sadly, most of them are geared towards combat.

LASTABILITY 79

▲ There's something of a challenge in store here, even for more experienced players.
▼ Unlikely to hold your interest if you're a platform veteran.
beat 'em up fare.

VFM 77

▲ If you get into Radical Rex you'll play it for some time.
▼ The breaking of ground deficit makes this more of a rental option than purchase.

OVERALL 78

Competent platformer with a good difficulty level but few new ideas besides cosmetic ones.

WWF RAW

1 PLAYERS | **8 MEG**

GAME TYPE
BEAT 'EM UP

PRICE £29.99

BY ACCLAIM

RELEASE OUT NOW

OPTIONS
CONTROL: GUESS
CONTINUES:N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY:
QUITE HARD, ACTUALLY

1ST DAY SCORE
Go bald. Wrestle fat men. Do a crap movie.

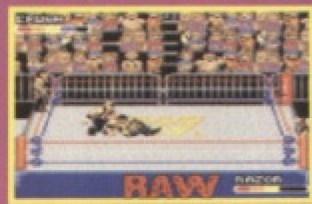
ORIGIN
Yet another outing for those wild 'n' wacky WWF wrestlers and their testosterone-charged grappling antics.

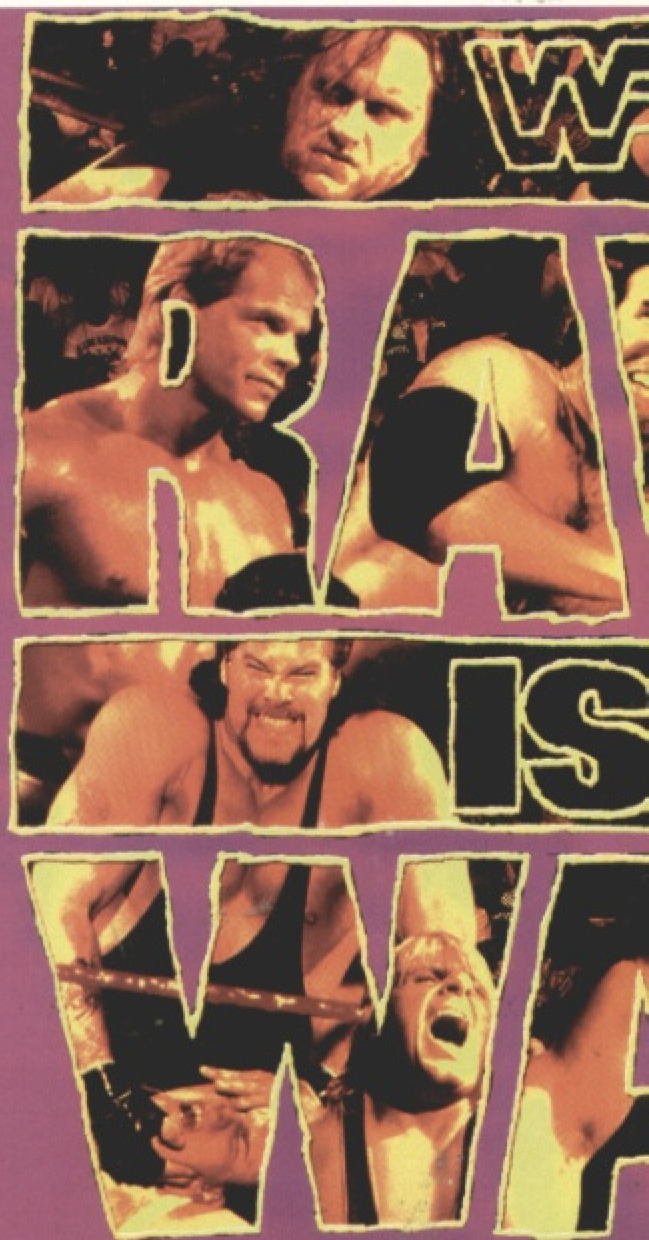
GAME BREAKDOWN
ORIGINALITY | REFLEXES | CHALLENGE | ACTION | STRATEGY

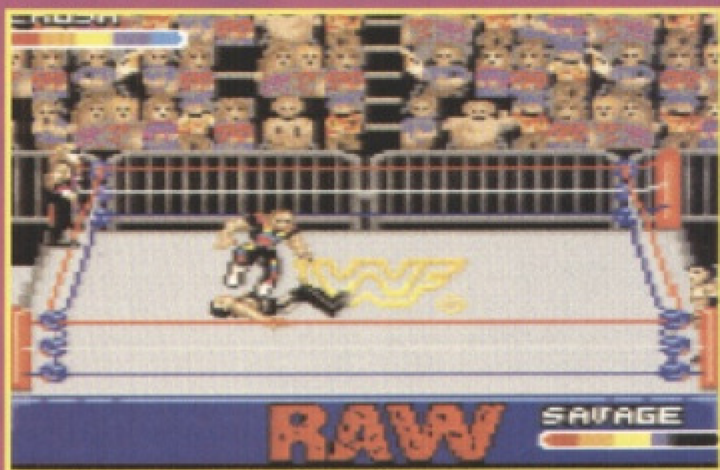
GAME AIM
Strangle all your competitors and claim the crown of Wrestling's Rudest and Roughest.

Fat kids: fed up with being derided? Had enough of people pointing at you and laughing in the street? Up to the eyeballs in lard jokes? Well, stop blaming it on your glands — we can help you, Roland.

Yes, there's a place where you can be porky and proud, and earn big bucks for the privilege. All you have to do is grow a scruffy bit of extraneous hair at the nape of your neck, strap on a silver codpiece, practise shouting at balding commentators and — presto! — you're a WWF wrestler! All that remains is or you to assign yourself a ridiculous moniker, something like Kevin O'Nasty or Boyd Fartsmasher should do. Alternatively, you could just stick with this portable version of the "sport" and eating a few less pies. Although that might be a bit too much trouble, eh?



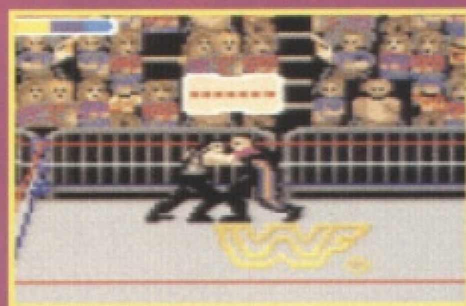


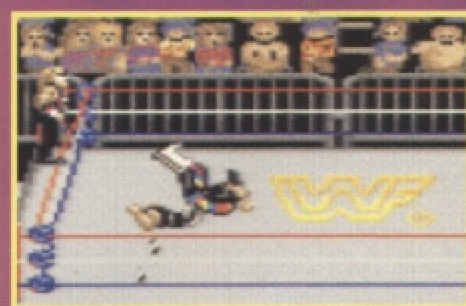


▲ *These new dance steps are beyond me, I tell you.*

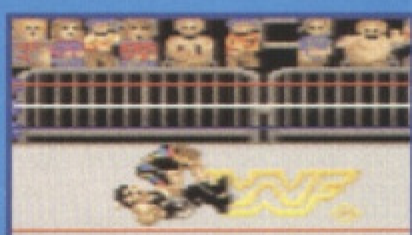


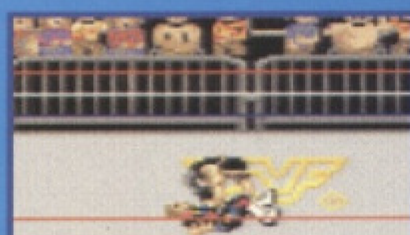
▲ *Hello, and welcome to 'Filling Claire's Large Captions Boxes The Easy Way.' In today's programme I will be showing you how to fill a large space with rubbish text. Like this.*







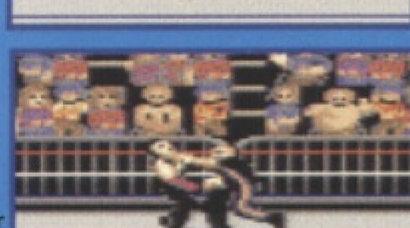








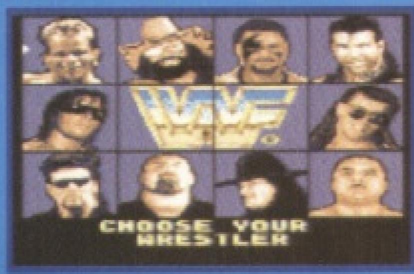
GIANT HAYSTACKS

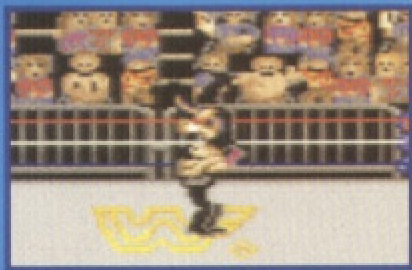


Every character in WWF Raw, of which there are ten in all, has their own special signature move (a bit like they do in real life) so you can tell them all apart. The technique for performing each of these specials is the same for all the wrestlers, but the timing varies. Some, such as Razor Ramon's Razor's Edge effort require your opponent to be low on energy, whilst others, like Bret Hart's Sharpshooter need your foe to be on the mat already.

▲ *"Oi, pal, you've got a fly on your chin. Here, let me get if for you."*

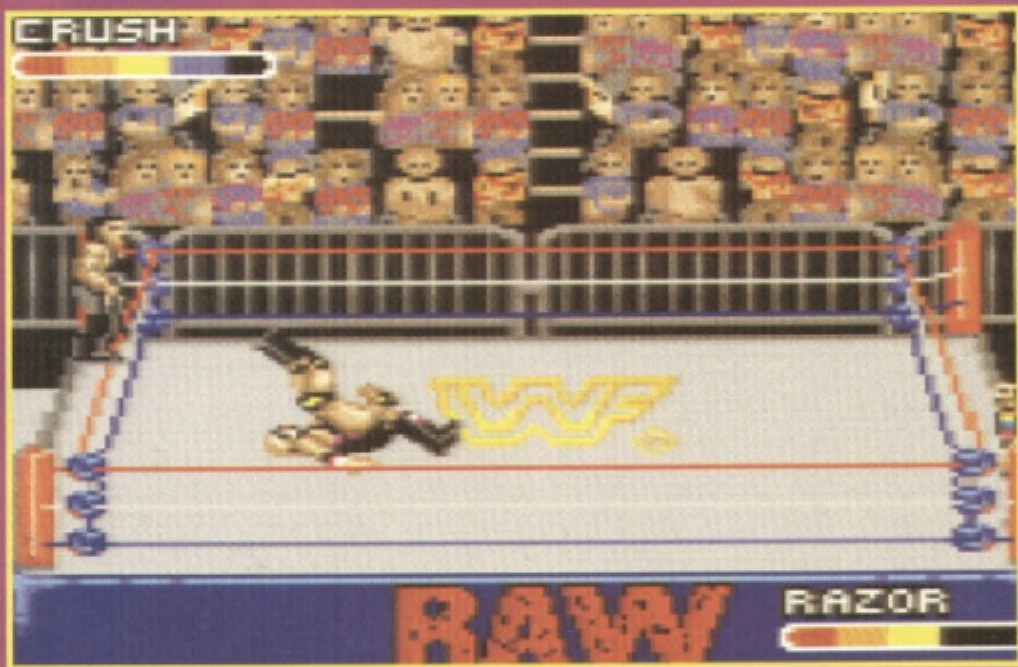


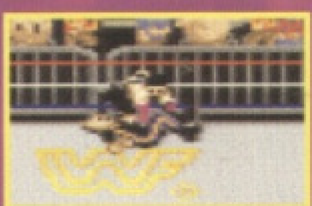




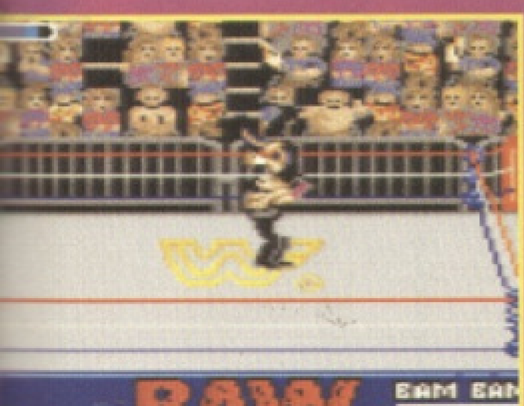
THE MAD AYATOLLAH

What distinguishes wrestling from other forms of unarmed combat is that the participants grapple with each other as opposed to just smacking each other in the teeth. This essential element has been lovingly restored in Game Gear WWF Raw. Press both joypad buttons to grab your opposite number and hit any button you so desire repeatedly to pull off an offensive move from here.









COMMENT



STEVE

With all the attention focused on new systems, it's great to see quality products still hitting the Game Gear. Ok, Raw isn't the most original title, but it is solid action with plenty of options and enough wrestlers to keep the WWF fans happy. Things tend to get a little confused because of the titchy sprites and this makes some of the moves a little indistinct, but WWF Raw is fun enough. Button bashing isn't acceptable on the Megadrive as reflected in last month's pasting, but this handheld version is more than adequate.

COMMENT



RAD

Acclaim's family of wrestling titles is testimony to the popularity of WWF over here, and the steady sales of each new release indicates there's definitely an audience for more. If you've already got one of these games, don't bother picking this up, as it's basically more of the same button-bashing as before. If, however, you're a fan of the sport and you don't own a WWF game, this is probably the most comprehensive effort so far. Worth a look for die-hards but don't expect a radical departure from the WWF formula.

GRAPHICS — 78

▲ Nice and colourful all-round, and clear enough for you to see what's going on all the time.
▼ Bit difficult to recognise any of the wrestlers.

SOUND — 69

▲ Music and effects all the way, yes siree.
▼ They're not very good.

PLAYABILITY — 80

▲ All the grunt 'n' grapple action you could possibly want.
▼ You might not want very much.

LASTABILITY — 79

▲ Quite tough, especially on the Hard setting.
▼ Not enough variety to hold your interest for too long at a time.

VFM — 82

▲ If you've got the patience for the tournament, this should last ages.
▼ If you haven't you'll get bored very quickly.

OVERALL — 80

Not a bad game, but it's only ever going to appeal to hardcore wrestlemaniacs, or whatever they're called.

YOGI BEA



1 PLAYERS | **16 MEG**

GAME TYPE
ADVENTURE

PRICE £44.99

BY GAMETEK

RELEASE OUT NOW

OPTIONS
CONTROL: JOY PAD
CONTINUES:EARNED
SKILL LEVELS:POOR
RESPONSIVENESS: AWFUL
GAME DIFFICULTY:
AVERAGE

1ST DAY SCORE
Complete the Mines stage.

ORIGIN
Yogi and Boo-Boo became overnight stars when Hanna and Barbera first dreamt them up. The game is based on this highly successful series.

GAME BREAKDOWN



GAME AIM
Guide Yogi through Jellystone Park to warn his fellow forestry inhabitants of the threat from the chemical plant that is nearing completion.

Not only has it been a long cold winter's hibernation, but Yogi Bear, culprit of many a picnic hamper heist, has woken to find a chemical plant bang on his doorstep. Jellystone National Park, Yogi's natural habitat, is threatened by ecological destruction, and Ranger Smith must be warned! Along the way, our smarter-than-the-average-bear has the added task of alerting his forestry friends and making sure they get to safety.

From high in the snowy mountains, through the treacherous gold mines, and into the forest, it's platform action all the way. Each stage is split into levels packed with furry friends and foes alike. During the course of his quest 'ol Yogi can better his chances by picking up time bonuses and pieces of cake to keep up his strength. But with Yogi only making the occasional guest appearance on the Hanna and Barbera Christmas special, and the action based on good old fashioned platforming, does this have enough to make it smarter than the average cart?





BLACK FOREST GATEAU

To keep up his strength on the way to warn Ranger Smith, Yogi carries a thick and chunky Victoria Sponge. But as luck would have it, those cheeky woodland wanderers, also recently woken from their wintertime slumber, are more than happy to relieve Yogi of his burden. On the downside for poor Yogi, if the small animals manage to nab all of his cake he has to to back home to pick up a fresh batch, or so the theory goes. But as fortune would have it, Yogi is blessed with a friendly baker who deposits slices of gateau throughout the levels, just so Yogi can stock up mid mission.





HEY, HEY BOO-BOO...

Yogi's not superhuman, and like everyone else he needs his beauty sleep. However if our chubby bear friend happens upon a four-poster, it's not necessarily a rest, because, with a bat of an eyelid, Yogi's off to dreamland. In the realm of dreams Yogi has a time limit in which to find a piece of the elusive clock that allows him to continue his quest. Also when Yogi completes a stage Boo-Boo invites him to take part in a challenge with 1-ups as prizes.











▲ *'Dull this ain't it?' said Yogi. 'Bloody right,' replied the fed up Hedgehog.*

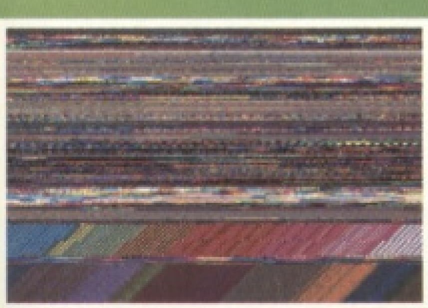
COMMENT



PAUL

It really is a crying shame when titles like Yogi hit the store shelves. I mean, let's face it, level after level of identical backdrops, pointless pick 'em ups, and gameplay that is more stodgy than Grandma Yob's extra thick treacle puddin, isn't the recipe for the 90s. A few years ago Yogi may have been passable as a pretty average platformer, but these days it can be classified as nothing more than factory line mass-produced pap. Even if you are a household of younger gamers you would be wise to look elsewhere for something more substantial, and to put it quite simply, with more playability. Brings new meaning to the word mediocre.





COMMENT



STEVE

It's funny, but to look at Yogi Bear and Infogrames' Smurfs game, you'd be forgiven for getting the two mixed up. Both are aimed at the younger player, both feature mine cart levels, snowy bits and leaping on foes — in fact, they are almost identical in content. However, when it comes down to the playability Infogrames' little blue blighters could have Yogi any day. Yogi bear is of the 'decidedly average' school of platforming, where no risks are taken and where no excitement is the by-product. Everything in Yogi has been seen countless times before, and it doesn't even have the playability to raise it to average. If you have a younger family member, opt for Smurfs instead — it's more innovative and a damn sight more playable.

GRAPHICS

62

▲ Reasonably polished on face value.
▼ But stodgy, lacking animation, unoriginal, and far too repetitive in backdrops.

SOUND

59

▼ Some of the worst in-game music that I've ever heard! Would sound far more at home on Supermarket Sweep.

PLAYABILITY

55

▼ Yogi's controls are sluggish and unresponsive. There doesn't really seem much to play for.

LASTABILITY

50

▲ The challenge is quite tricky at times.
▼ You'll only want to play it for about as long as it takes to work out that all the levels in the stages are almost identical.

VFM

40

▼ Your money would be far better spent, or saved, for a title with real quality and challenge.

OVERALL

51

"Oh dear we seem to have developed a crap game. Hmm, I know let's say it's for younger gamers." Sound familiar?!



1 PLAYERS

GAME TYPE
PLATFORM

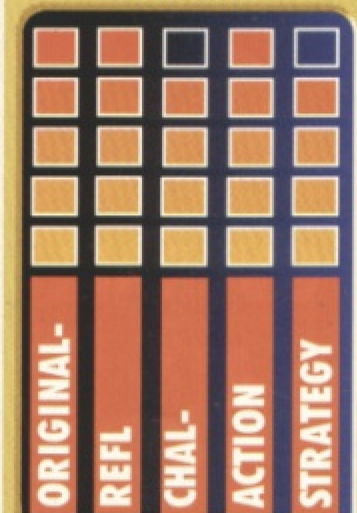
PRICE	IMPORT (£59)
BY	SEGA
REL	IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: COLLECTED
SKILL LEVELS: 5
RESPONSIVENESS:GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE
FINISH IT, SORRY

ORIGIN
A platformer using ray-traced graphics and starring living toys.

GAME



GAME AIM
Free the Cuckoo Clock Queen from her evil kidnapper.

CLOCKWORK KNIGHT



'Ting' rang the cuckoo clock as the big hand reached the twelve. A whirring from within was the only other noise to be heard, and this was followed by a smalling creaking noise as the clock's two doors parted. This was what the toys had been waiting for — the wind-up equivalent of Tarby's Palladium days. A hushed awe descended over the gathered playthings apart from the odd grunt from the spinning tops and disgruntled Master System at the back. All of a sudden, Princess Chelsea appeared from the shadows and began to sing.

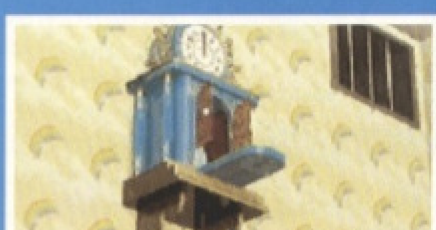
Nobody knew why she sang, but because she told everybody she was a Princess it was sort of accepted. However, the singing act was supposed to be followed by a duel between a pair of clockwork knights and as Chelsea came to the end of her song, the two tinpot heroes prepared. However, no sooner had the Princess finished, than she had gone. No curtain calls, no bouquet — this just wasn't on, luvvies. She'd have to be back for the final curtain call or she'd never work in this creche again! But if a knight were to volunteer to find the dippy cow, they may just have a show after all...



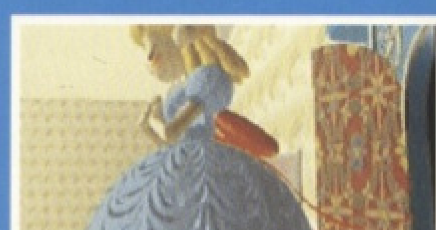




▼ It's that time again...



▲ Ladeez and gentletoys, wind your sprockets and put your hands together

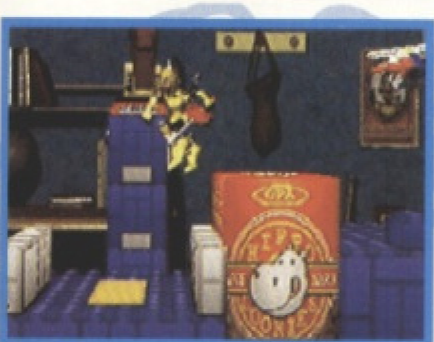


▲ ...for the diva of the playroom, the one and only Princess Chelsea!

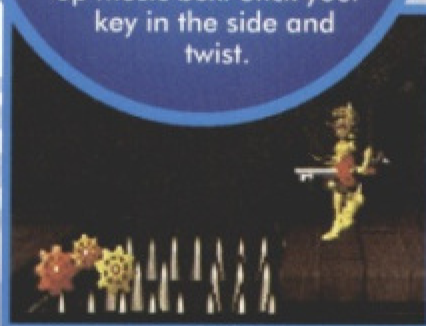


MUSIC BOX

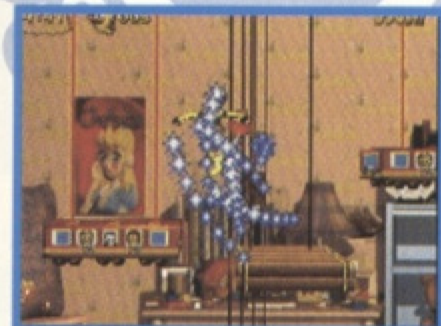
Detours and hidden routes abound, and normally through the conduit of a spotty wind-up music box. Stick your key in the side and twist.

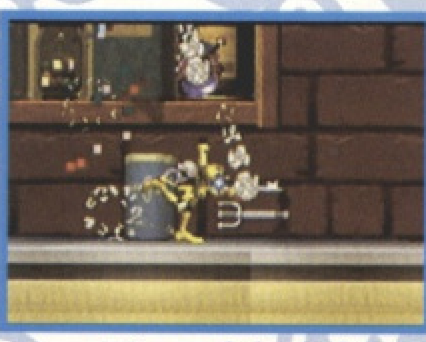


▼ There's a legoland in Denmark, didn't you know. Give me Disneyland...



▲ At last, some spikes! Now we must be in platform land.





▲ Come on baby, do the twist!



POTTY LOTTERY

The between level sub-game is a mystifying guessing game presided over by Soltain. It's probably plain as day to Japanese readers, but the exact point is lost on us monophones. Just cross your fingers and pick a box.



COMMENT



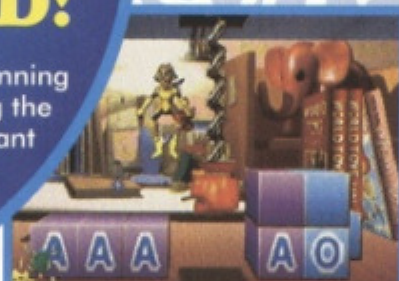
Ha, ha , ha I've got a Saturn. We at MEAN MACHINES are variously accused of being smug and pretentious by our pitiful rivals. But this is Game of the Month for smug and pretentious people (well, we do have it first). 'Cause that's what it's good for — impressing your less fortunate friends. They will indeed marvel at some of the amazing graphicy bits, and be impressed by the intro. But when they've gone and you're playing it alone, you'll think honestly that...well, there's not that much to it, is there? As platform games go it's pretty basic. The level's are short and the action sedate. There's also far too many continues. The perspective effects add a new element, and the bosses are fab, but this is a showcase game at heart: not great, but great-looking.

ALL-SINGING ALL DANCING SERGEANT PEPPEROUCHOU'S RAGTIME BAND!

The introduction to Clockwork Knight is a stunning fully-rendered production number featuring the toys. The sweet voice of Chelsea, the gallant antics of the knights — why, even the most cynical reviewers of our low-selling rivals may find their hearts melting.

▼ A few more consonants, Carol if you please.

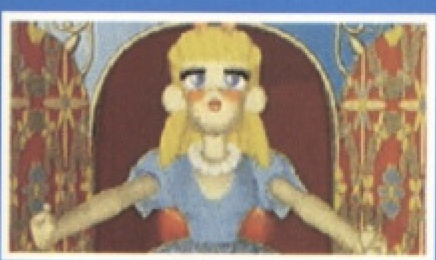




ROBOTS IN DISGUISE!

You have got to see the bosses! Well, you're looking at them, I suppose, but you've got to see them MOVE. Scaling is used to impressive effect as they nip in and out of the screen perspective. By far the most impressive is the Transformer robot that graces Kevin's room. In plane form he thunders overhead, before spinning his composite parts into a terrifying plastic toy!





▲ What can you see, you people staring at me/ You see a doll on a music stand that's wound by a key.



▲ 'Oh! She's lovely', sighed the pink elephant.



▲ The brush horse and the wicker basket horse wondered what the sweet sound was...



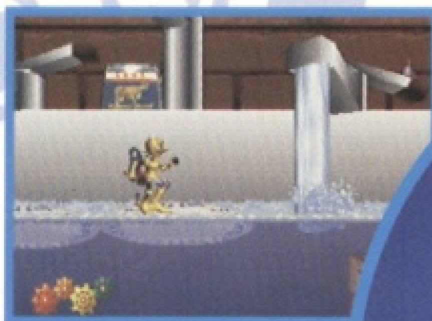
▲ Soltain knew who it was, and she knew of Pepperouchou's chivalrous love for the Princess Chelsea.

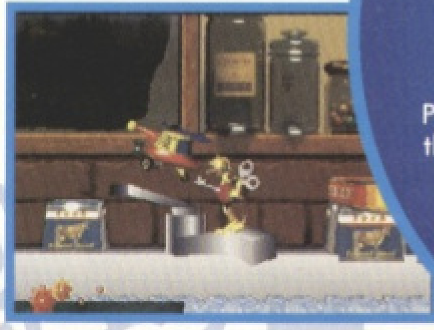
COMMENT



STEVE

The first thing to strike you about Clockwork Knight are the fantastic graphics. Not only do they have a sense of solidity courtesy of the stunning 3D parallax, but they are also the most detailed sprites I have ever seen. All the toys look nothing short of fantastic, and the interlude animations add to the movie quality which runs throughout the entire game. Sadly, though, the gameplay isn't as revolutionary. Fans of Mr Nutz, Aladdin et al will be instantly at home — and wil also reach the end of the game in no time. Yep, behind all the fancy intros and graphics lurks a game which is a doddle to complete. If Clockwork Knight had more than the meagre four levels it contains I would have no hesitation in recommending it. However, as it stands it is a very pretty but short-lived platformer



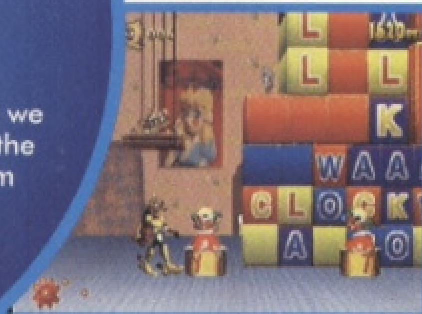


▲ *Another smug and pretentious caption from the lads at Keen Machine.*

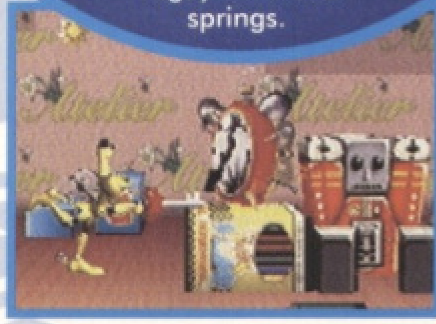
I'VE GOT THE KEY — I'VE GOT THE SECRET

Pep carries a deadly pumping key (funny, we thought it was a brolly for months). Stab the foes, give it a good twist and watch them bloat and bang. There's also a few things lying around to toss at the likes of the odd-looking inhabitants, like rugby balls and springs.









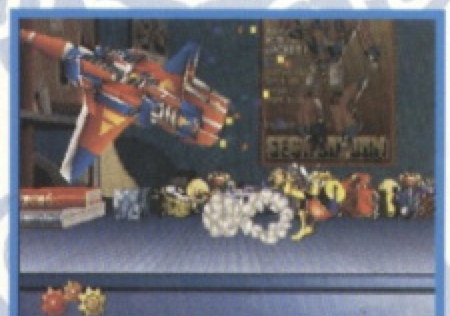


YOU AT THE BACK

Up to now, parallax was the cleverest depth effect used in video games. Clockwork Knight takes it further with a complete sense of solidity to all objects, which is also used for gameplay. Nasties and obstacles hide in the background, waiting to strike.







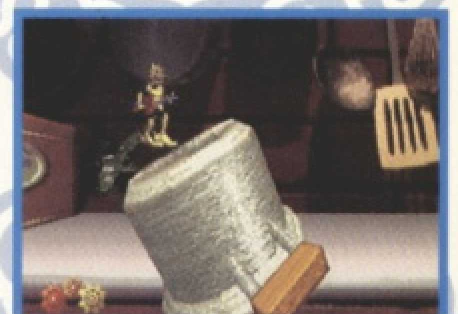
▲ *Take cover. If only NATO was so conscientious in its duties. (bit of politics)*



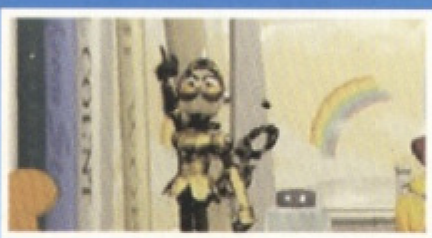
▲ *Mighty morphin' Transformer boss.*



▲ *When crafted tin meets moulded plastic there can only be one outcome.*



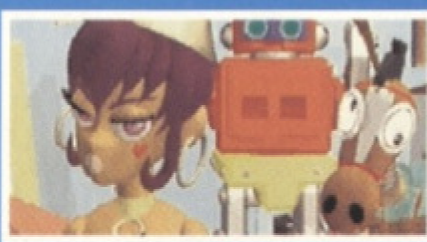
▲ *This is the rather clever saucepan boss bit.*



▲ *"I'm here!".*



▲ *The toyroom burst into life. The model planes swooped overhead.*



▲ *"You never could resist that candy-coated voice, Pepperouchou".*



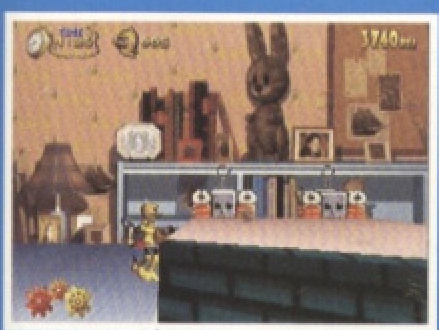
▲ *The knight's friends, baseball and spinning top bounced to greet him.*

HOUSE PARTY

There are four main scenic levels to the Quest, set in the mundane surroundings of a very average house:



▲ *With only one shot to prove himself, Pep takes aim with his key.*

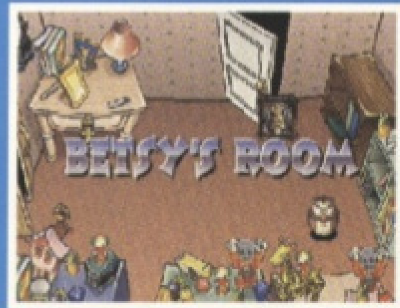


KEVIN'S ROOM



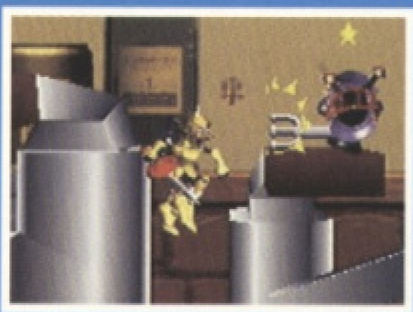
Kev's pride and joy is obviously his model railway, upon which you must take a perilous trip. The other boy's mainstay, lego is also much in evidence, moved by a giant toy crane.

BETSY'S ROOM



The youngest kid's room, with baby toys and building blocks and lovely pink wallpaper. Doll's houses, alarm clocks, and library books make mischief.

KITCHEN



Crackin' eggs and getting it in the utensils, run your eyes along this attractive fully fitted kitchen. Learn new tricks with a bar of soap, a three ring hob and a wet flannel.

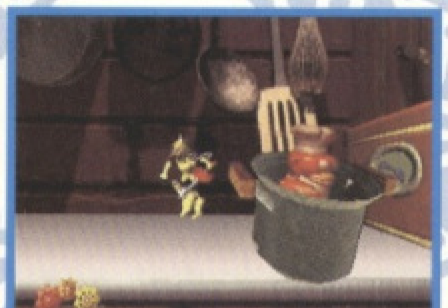
ATTIC



Spikes (traditional and obligatory mainstay of platformers) finally make an appearance, along with other loft-related materials. The attic location doesn't quite explain the 'French' bangers, or why they wear shades.



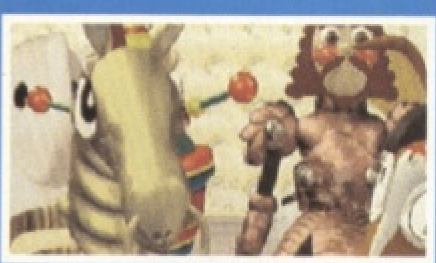
▲ *This is where he wears the pot on his head.*



▲ *And this is where he goes for a ride in it.*

NB

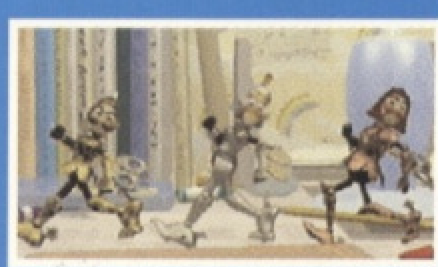
Our sources at Sega suggest that changes may be made to Clockwork Knight before it arrives in this country for the UK Saturn., difficulty-wise especially. So bear in mind this review relates only to the Japanese import version of the game.



▲ *As did Pepperouchou's old sparring partner and riding companion.*



▲ *"Tenshun! Bear keys!".*



▲ *Just like the old days, a routine from Clockwork Knight and the Pips.*

GRA

94

▲What can we say? It looks frinkin' fabulous, especially the use of perspective throughout. Pepperouchou is a great-looking game character.

SOUND

91

▲So that's what happened to Matt Bianco! All kinds of weird music, in fact, and we love it all, 'specially the opening number.

PLAYABIL-

87

▲Getting to take part in something that looks this good is gripping. The character 'feel' is nice. Every level has a novel feature.

LASTABIL-

74

▲You'll be showing it off until the official Saturn launch.
▼There isn't a vast amount of play in it.

VFM

85

▲At less than £60, it's cheaper than some Megadrive games.
▼But the lastability does have a bearing on the buy.

OVERALL

82

Okay, we weren't blown away, but we like it. We really like it. Not a reason to get a Saturn, but nice to have if you do.

PLAYERS	1
PRICE	TBA
BY	TIME WARNER
RELEASE	DECMBER
GAME TYPE	PUZZLE

THE LAWNMOWER MAN

Brit-funded movies usually feature old bids trundling around in Dickensian london, or doing the luvvy bit with Ken and Emm. So the Lawnmower Man was a bit unusual in featuring American stars and yesterday's 'cutting edge' techno subject for the chattering classes, Virtual Reality. The film has been even more unusual for being a success through video, sell-through and the spin-off games, like this very one up for review. And Pierce has gone on to become James Bond.





▲ "Damn," said the T1000, "I've wandered into yet another crap game..."



COMMENT



STEVE

I first saw this several months ago and thought that it looked quite nice. I was right. It does look nice. Sadly, it plays like a brick. If you were to strip away the cinematic interludes, you're left with a series of very limited reaction tests, none of which prove particularly exciting. All credit to Storm for creating one of the best looking games for the Mega-CD, but at the end of the day Lawnmower Man is nowt but a fancy-looking multiple choice test.

VORTICISM

A tense little section occurs when you approach a series of interlinked platforms suspended in space. A deadly opponent assumes powers of invisibility, and both of you take a series of moves across the grid, your aim to not select his space.



COMMENT

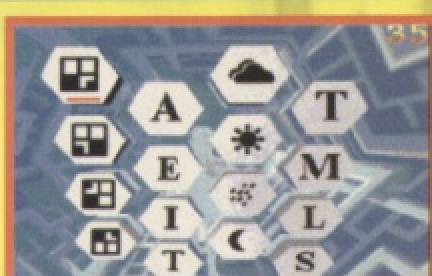


GUS

Graphics do not a good game make. It's an inviolable law, and one the Lawnmower Man is unable to flout. The intro makes interesting viewing for the first few games, as do the long rendered sequences. But video games are not primarily about viewing — they're about participating. Lawnmower Man CD is woefully short on interaction, to an often comic extent. Actually it's tragic that so much effort is spent on producing something technically progressive, but with gameplay from the Dark Ages.

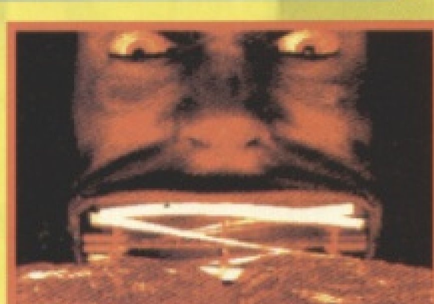
CONSONANT...VOWEL...

Jobe has cunningly defended his terminals by a series of logic puzzles. Appearing as a grid of hexagonal tiles, the player is invited to pick the odd one out from each of four files within the time limit.



DOMAIN OF PAIN

The intro sets the scene of the movie and game, with you in the role of Angelo, once trapped within Jobe's cyber domain and now the sole agent capable of defeating him. The quality of the rendered graphics within the game is similar, but the gameplay is sadly only a little more interactive than the intro.



GRAPHICS 86
Excellent rendering without graininess. Muted colours are sometimes hard to distinguish.

SOUND 87
A counle of nice techno tracks from System seven, but some very fuzzy speech.

PLAYABILITY 45
Seriously lacking in gameplay, most sections being simple reaction/decision sub games.

LASTABILITY 47
The simplicity of the game tasks offsets their inscrutability.

VFM 49
If you're a fan, get the video and save an absolute packet.

OVERALL 46
Any residual goodwill for this movie has gone with this game. Mrs Doubtfire had the right idea...

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AWESOME SOFTWARE



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Dragon - Bruce Lee Story - JGS 2272	NOW	£54
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Wolfenstein 3D - JGS 8932	NOW	£49
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS [illegible]	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
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Rayman - JGS 6891	FEB '95	TBC
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Battlemorph - JCD 1201	EARLY '95	TBC
Blue Lightning - JCD 1531	EARLY '95	TBC
Hardball III - JGS 3841	EARLY '95	TBC
Legions of the Undead - JGS 4941	EARLY '95	TBC
Rage Rally - JGS 6521	EARLY '95	TBC
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SEGA MEGADRIVE and 11 games for sale. Includes Street Fighter 2SCE and Gunstar Heroes. Also includes six button pad - that's two pads in total. All together an ideal Xmas gift for £170 no offers. 081 5391183 after 5pm.

MEGADRIVE GAMES for sale or swap, FIFA Soccer, Zombies, Tazmania, Streetfighter (US), Chuck Rock, Mickey and Donald, Techno Clash, Gauntlet, Rolo, Decapattack. Mega CD games Time Gal, Prince of Persia, Cobra Command. Call Steve or Caz on 081 5757207.

SNES U.S.SCART Smash TV, Street Fighter 2, U.N. Squadron, Bomberman (multi tap), boxed as new, £180 ono. Tel Darren 0708 551462.

£60 FOR a SNES Starwing SF2 Super Star Wars converter Game Genie plus Joystick and pad or £20 for gameboy inc game. Prices include p+p. Make chq/po payable to Michael, 52 Dryden Street, Nottingham NG1 4EY £2 for big list.

GAME GEAR adaptor, rechargeable battery pack, master gear, 11 games, Mortal Kombat II,£150 ono, 0204 852833 after 6pm.

MASTER SYSTEM games swap,Wolf-child, Ninja, Altered Beast for Micro Machine, Afterburner, G-Loc, Master of Darkness. (0203) 663883 Jonathan.

MEGADRIVE MENACER plus six game cart for Menacer, Flashback, Micro Machines, F1, Aladdin, Batman Returns. Worth £200 sell £125 phone 0686 626752.

AMIGA 500 PLUS for sale includes joysticks, 50 games and disk box. Sell for £190. Phone 081 500 0103 ask for Daniel.

GAMES MEGADRIVE Aladdin £32 Shadowdancer £15 Captain Planet £11 Margin Wars £20 Streets of Rage II £15 Castle of Illusion £6 Captain Maj III £10. Mega CD: Wolfchild £30 Sol Feace Cobra Command £28 Final Fight (American) £14 Sega Classics £15. Game Gear: Wonderboy £4. Good condition, instructions, boxed. Call Sami 071 376 5387.

SONY SRS-58 stereo speakers very high quality, built in amplifers, take input from headphone socket, cost £80, sell for £35. 0522 702801.

BOY AGED 11 looking for pen pal aged 11-13 interested in sport and computers, also likes animals. Chris Andrews 0534 44399.

MEGADRIVE FOR SALE 1 control pad, arcade power stick, SG fighter joystick, 11 games including Sonic 2, Flashback, Robocop, EA Hockey, John Madden 93. Boxed as new with over 30 magazines, worth £500 will sell for £250. (0933) 50881 ask for Nathan.

SWAP GOLF game for Game Boy - any other games considered. Phone 0663 762502 after 5pm ask for Alex.

MORTAL KOMBAT II swap for Boxing Legends of The Ring, Greatest Heavyweights or Kickboxing. Phone Stuart 0708 477470 weekdays only.

MASTER SYSTEM with three games including MK and Sonic 2, controller and extra joystick. RRP £130 will take £60. Daniel 061 928 1441.

MEGA CD with Sol Feace, Cobra Command, Sega Classics, Sonic CD and Prince of Persia £180 ono. Phone 0387 720660.

MEGADRIVE for sale £300 worth £550. £70 worth of magazines free in addition. Four pads and 13 games including Sonic 3, FIFA, SF2, Jungle Strike, PGA Euro Tour, Sampras Tennis. Excellent condition. Tel 0865 62390 ask for Adam.

AMIGA 500 excellent condition, 39 games plus Wordworth, 2 joysticks, 1 mouse with mat, keyboard cover, double row disk box, instructions, cost £800, sell for £325. Tel Derek 041 887 9009 plus you get 20 free blank disks.

CHEATS WANTED for FIFA Soccer on the Megadrive. Send to James Spencer, 1 Almond Close, Bugbrooke, Northampton NN7 3QX.

SUPER NINTENDO games for sale brand new boxed unused: FIFA Soccer, Turtles, Tournament Fighters, Mortal Kombat and others. 0956 501607 evenings.

MEGADRIVE MEGA CD five decent games all boxed hardly used worth £450 will settle for £320 ono. Phone Bradley on 081 500 5823.

I WILL SWAP General Chaos for Bio Hazard Battle, Bubsy or Pitfighter. Phone Elliott on 0494 563984.

UK SNES with 3 games, SF Turbo, Sensible Soccer and Mario 4. Also inc universal adaptor, all leads £85. Monitor for sale Philips 8833mk2 works on M.drive, SNES £75. Both for £150. Ring Mark on 081 2653080 after 5pm - it's a bargain!

URBAN STRIKE for sale brand new £30 phone Ian on 0992 444855.

MEGADRIVE and C D for sale with 8 CDs and 15 carts including FIFA, NLPHA 94, Sonic 3, NBA Jam, two 6 button joypads only £200. Andrew, McAuley, 51 Hillcrest Drive, Alloa, Scotland FK10 1SD.

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WANTED any cheap MS games. Send your lists to J.Cooper, 1 Beechdine, Carlton Grove, Acorn Estate, London SE15 2UH.

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I WILL swap Street Fighter 2 and Sonic 2 for any two good Game Boy games (Mega Drive). I am Selling PGA Tour Golf 1, Dick Tracy and Super Hang On from £10. Call Jason on 081 590 6439.

FOR SALE FIFA Soccer £30, NHL 94, Street Fighter 2SCE, Micro Machines each £25, Gunstar Heroes £20, Madden 92, Thunder Force III each £15, Game Gear with Mortal Kombat, PGA, car adaptor £95. Call Eric 071 266 0650.

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MEGADRIVE AND MEGA CD Turbo six button joypad with 8 top games including Super Streetfighter 2 and Sewer Shark. Menacer with games. All worth over £650 will sell for £400 ono. 081 386 2163 ask for Stuart.

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MASTER SYSTEM, joypad, joystick all £30. Light Phaser £15. Games all £15 each: Sonic, Operation Wolf, Asterix, Speedball 2. £10 each: Action Fighter, F-16 Fighter, Chase HQ, Double Dragon. All together £100. Tel 081 449 3410 ask for Nick.

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MEAN YOB



Oh joy another month of banal crap for me to sift through. Personally, I'd rather come round and kick your Christmas trees over and wazz all over your turkey remnants. Still, it is just about the season of goodwill still, so I'll answer your questions with the respect you deserve. Yeah, right. If you want to send a letter for me to wipe my abscess-filled backside on, address them to: WHAT ARE 'GOR BLIMEY' TROUSERS?, MEAN YOB, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU But be careful not to cut your wrists on the edge of the paper.

WASPS

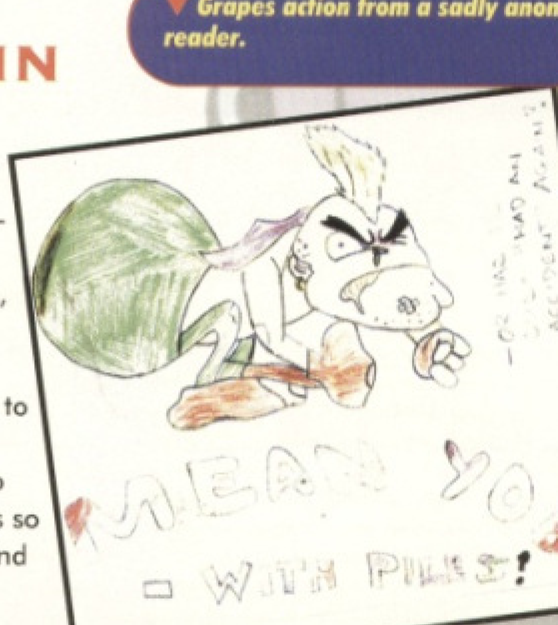
Dear Yob
Yob, what happened to your wit and insults? You are about as funny as Jonathan Ross. So since you don't know how to insult people anymore, let me be the one to show you how, by insulting...drum roll please...YOU! Yob, you sweaty piece of rectum pubic hair, I have seen more charm, style, and sophistication in a pig injected with tranquilisers. I bet you smell like an 81 year-old man's arse which hasn't seen bog paper since his 16th birthday. Oh, and speaking of the rear end: my cat's arse looks like your nose. I bet in real life you wear a blue anorak with spectacles and sandals, carrying a packed lunch and your train spotter jotter.
David Corcoran, Southport, Merseyside

YOB: **Very funny, son. Bet that made you loads of friends on your 'special' outward bound holiday. Give my love to the Care in the Community visitors.**

HARLEQUIN

Dear Yob
Does Darren Ellis think he's really funny? By insulting you he's cowering in his Portaloo home thinking, 'When the men with rifles and bloodthirsty dogs go away, maybe I'll apologise to Yob'. If he doesn't like my opinion, well he can skip to the next letter because he's so stupid to hate something and still read it. C'mon Darren, slag me off. Anyway Yob change the image, the novelty is wearing a bit thin don't you think? Apart from that, comparing you to NMS's Seal, is like comparing a Ferrari F40 to a Skoda.
Gavin Spence, Scotland

YOB: **If there's one thing I hate more than simple-minded buffoons who can barely string an insult together, it's a creep.**



▼ ***Grapes action from a sadly anon reader.***

HULL KINGSTON ROVERS

Dear Yob
Your chin looks like a baboon's bum. You are less funny than John Major. That plaster covers your 'I love Mummy' tattoo. You dribble too much. The people at Digitiser are poo.
Ryu

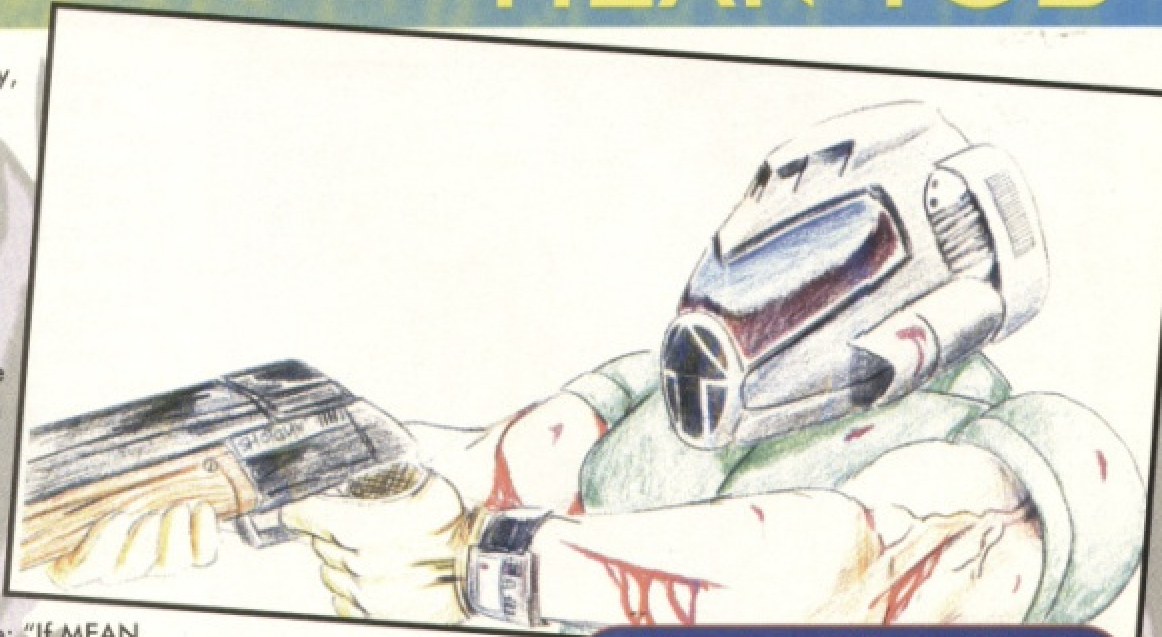
YOB: **Whats the matter with you, jive turkey? Too scared to use your real name in case mummy finds out? I must admit that your use of such words as "bum" and "poo" really did quite shock me. No, really. I bet you're dead hard.**

ST HELENS

Dear Yob
Everyone thinks you're so tough, you think you're the best and you think you can take on the rest. Well, I will take you on. And once I've finished with you, you'll end up in hospital. Anyway, answer these two questions.
1. Why is your hair like a turd?
2. Why is your mouth always dribbling?
When you take your armour off you look like a piece of crap.
Jordan Newton
YOB: **Well, that letter's short, badly put together and boring – a bit like I'd imagine you to be in real life.**

METROPOLITAN POLICE

Dear Yob
First of all congraulations on your utterly brilliant mag. It is 100% pure exellence. Anyway to the point, I tuned into Digitiser the other day because I was off school and had nothing better to do. After reading the letters page I was totally flabbergasted becasue one of the dorks, who probably tunes in everyday, had written in slagging off MEAN MACHINES. It was about the 'We were planning to run a series of Digitiser-style losers illustrations' reply you gave in Issue 26. He even had the cheek to call MEAN MACHINES a sad magazine. This was Digitiser's reply to his letter and I quote: "If MEAN MACHINES want to start a slanging match with us, then that's fine. They earn far less money than we do". They also said something about the readership figures: MEAN MACHINES 68, 454 a month, Digitiser 1.34 million a week. I don't know whether they are correct, I certainly don't believe a word they say. I think they are crud. Long live MEAN MACHINES!
Michael Thompson, Chester
YOB: **Well, they're sort of right, because they count every unfortunate TV surfer who accidentally flips past one page of their oracle (teletext joke) in the ratings. The sad thing is, even though their "service" is free they still can't muster a decent regular following who actually cares what they say. And we know for a fact they're on crap wages. A penny a page, that's what they get. Actually, we're bringing this Digitiser stuff to a halt now because they're horrid and call Steve a 'Fish Back'. Little do they know that next time he sees them he's going to break their button noses.**



▲ *This man has a dustbister on his head! From Moost Bohnen of Holland.*

▼ *A blast from the recent past from Kwung Yo Ho of Holland.*



WIDNES

Dear Yob
Please, please print this letter. Do you send back pictures that people send in? Could you tell me the best five games on the Megadrive? My friend Rob says you can play Game Boy games on the Game Gear. Is this true? What are your best death moves and fighters on Mortal Kombat II and Super Streetfighter II? What's the best game for the Mega-CD? Is there going to be a Streetfighter title for the Master System? Have you got bored with Sonic games? And finally will Alien vs Predator come out for the Mega-CD?
Gavin Parker, Cleveland
YOB: **No. Just no, right?**

THE LIONS

Dear Yob
I'm back, but this time I'm mad, real mad. First of all, may I just say that when it comes to reviews, MEAN MACHINES is one of the most trusted magazines on the shelves. Right, down to business. I don't know if you've seen the December issue of Sega Power, but they've been saying real nasty things about MEAN MACHINES and your equally ace sister mag, Sega Magazine. Now, I don't usually write in and grass on other magazines (except Digitiser, that is. But that isn't a proper magazine), but the things they've been saying are simply too scandalous to ignore. I don't know if it's a case of the green-eyed monster, but Sega Power are resorting to childish slander, implying that you and Sega operate a hidden agenda when reviewing games. They even referred to Sega Mag as brown-nosing tossers! Apparently you only get the latest titles for first review because you agree to award them over 90%. Excuse me, but isn't this the same Sega Power that reviewed a 50% complete SF II way back last year? I know Sega Power has lost more than half its readers, and I sympathise with them, I really do. But spreading vicious rumours about other magazines is no way to go about increasing their readership. Indeed, my advice to Sega Power on that score is, they should try producing their mag in such a way that it doesn't end up reading like a dog's arse. But enough of my moaning. Keep up the splendid work that has secured you the position of premier Sega mag and please, don't let these Sega Power types get you down.
Chris Quigley, Co Armagh, N Ireland
YOB: **It's always disappointing when people resort to these sad below-the-belt tactics, but I suppose in the absence of any talent, wit or girlfriends it's the only thing they can do to attract a bit of attention. There's no way we'd sell out to a company to get a game first — we don't need to. We pride ourselves on our honesty and you only need to see Steve on the receiving end of an irate PR call to know what I mean. I feel nothing but pity for the saddos. Except hatred.**



This magazine comes out four days after Christmas. By this time, you have unwrapped your pressies, taken the crap ones back and changed them for something nice, broken everything, and worn your parents out with constant unreasonable demands. Great isn't it! Now all that's left to do is wait until they've had too much falling down juice on New Year's Eve, before going into their room at, say, five in the morning and wishing them a happy new year and offering them a game of Micro Machines 2. Instant chuckles, and no doubt followed by letters saying 'Dear Steve, what is a good way to remove swelling from my ear and nose...' These and othersuch questions will then be answered by our resident David Platt/ Marc Almond/ cow's bum lookalike in response to letters sent to:

DOMINATION OF THE GRAPENUTS Q&A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

AGAIN

Dear Steve,
Please answer my questions on a variety of subjects.
1. When will these games be out for the Megadrive: Sensible World Of Soccer, Megaman and Street Racer?
2. As you review games using everyones' views, what do you personally think of Dynamite Headdy? I think it's crap.
3. Why don't you do a competition where the prize is to go and watch those four good-looking girls, Eternal?
4. Why are Eternal 'So Good'?
5. Why can't I have Easther, Louise and Kelly out of Eternal?
6. Will there be a game with Eternal in it? How about 'Eternal Champions II?
7. Will there be a game about the hit TV comedy series, Bottom?
Chris Wand, Wigan
STEVE:1. Not until the end of 1995, February, and July. 2. I think it's cool. A little weird, but cool. Still, each to their own. 3. Jeez... 4. They aren't. They are nothing but a specially-manufactured band of girls designed to eke out your sordid little fantasies using pathetically inept tunes and crap dances. 5. Because they obviously have more sense than you. Try Sinitta, I bet she isn't busy at the moment what with Panto season over. 6. How about 'Get A Life, Saddo'? 7. No, but there is a game based on Rising Damp on the cards.

TOO SOON

Dear Steve,
I am the proud owner of a Megadrive and a Mega-CD, and I was wondering if you would please answer a few questions for me.
1. Will the Saturn be compatible with 32X cart games, and will CD-based 32X games work for the Saturn?
2. I heard in another mag (no names mentioned) that Daytona is coming out for the 32X. Is this true?
3. Do you think the Ultra 64 is any cop?
4. With Sega becoming a major shareholder in Atari, do you think games like Alien Vs Predator will come out for the Saturn and 32X and Saturn games like Clockwork Knight for the Jaguar?
5. The other day I was in a computer shop and I saw two consoles which I had never heard of before. They were called the Scorpion 8 and the Scorpion 16, and the guy in the shop said the Scorpion 16 was a system which could run any Megadrive game from any country. It cost £69.99, and I was wondering if you had heard of such a console and whether it was a licensed Sega product.
Dave Yeadon, West Yorkshire
STEVE:1. Nope, not a chance. 2. No, they're talking shite. Again. 3. As it isn't out yet do you really think I'm going to comment? 4. Nope. 5. It's obviously an illegal import, and don't you think it would have a Sega logo on it if it were a genuine machine of theirs?



WITH ME

Dear Steve,
I think your mag is excellent. Please answer my questions.
1. Can you play normal Megadrive games through a 32X?
2. I already have FIFA, shall I get FIFA '95?
3. What games are coming out for the 32X?
4. How much will they cost?
Alan Molyneux, Southend-On-Sea
STEVE:1. Yessiree. 2. Only if you're completely FIFA mental. 3. Space Harrier, Afterburner, Cosmic Carnage, a version of Street Fighter: The Movie, Mortal Kombat II, NBA Jam Tournament Edition. Enough for now? 4. Between £40 and £70 depending on cart size.

AND GET IT

Dear Steve,
I hope you and your amazing brain can answer my very simple questions.
1. Mars and Megadrive 32X: are they the same thing?
2. Any news on Street Fighter III? New characters, the price or its format, for example?
3. How much money do you make each month selling MEAN MACHINES?
4. Can we have an Earthworm Jim or SSFII poster please?
5. Can you please list these games in order of greatness as I don't know which one to ask for: SSFII (I already own the Championship Edition), MKII, Urban Strike, Streets Of Rage 3, Theme Park, Sonic And Knuckles.
J. Mycock, Brentwood
STEVE:1. No, the first is a piece of confectionery which, if inserted into your Megadrive, will melt. 2. Nope, no news at all. 3. Enough to keep me in cans of Coke and Bounties. 4. Possibly. 5. MKII, Urban, Sonic And Knuckles, SSFII, SOR3. Theme Park isn't out yet. By the way, your first name isn't Justin by any chance is it. I hope so.



NOW

Dear Steve,
Please, please solve this rather long query. I was using the test mode in MKII and used the 'No Damage, Player One' mode. I got to the last boss and I killed him. Then it told me I was going to the Outworld and had to fight him gain. As soon as the round started, though, he started to smoke and I couldn't touch him or kill him. Then the time ran out and it was 'Game Over.' Please tell me what happened.
Andrew Ames,
South Shields

STEVE:Basically, when a game's cheat mode is operated it often interferes with the code. This causes anomalies like the one you experienced. Alternatively, it could be Kahn's attempt to take over your house. is your mum acting normally at the moment...

AROUND

Dear Steve,
Would you please answer these questions for me before I go mad.
1. Will Adam be in Streets Of Rage 4 and if not why not?
2. In FIFA 95 who would you say is best between West Ham and Aston Villa?
3. I was bent on buying FIFA 95 as I'm a bit of a FIFA nut. Then I saw your review of Rugby World Cup and it looked brilliant. Which one do you think I should buy?
4. What is your favourite Tennis game for the Megadrive?
5. How many levels are there in Earthworm Jim?
6. What is the worst platform game you have played?
7. Please put these in order from best to worst: Lion King, Jimmy White Snooker, Mickey Mania, Animaniacs, FIFA 95, Ecco 2, and Urban Strike.
8. Which is your favourite fatality in MKII?
Ciaron McCartney, Belfast

STEVE:1. There's nothing to see on SOR4 yet so I can't tell you. 2. West Ham — purely because I support them. if only they had a fat, bald Julian Dicks sprite that kicked people in, though... 3. Be a devil. Go for Rugby. 4. Pete Sampras Tennis. Just because of his nice hair. 5. Thirteen. 6. EA's Dark Castle. So bad it's unbelievable. 7. Jimmy, Urban, FIFA, Ecco 2, Mickey, Animaniacs, Lion King. 8. Tsung's Kintaro morph.

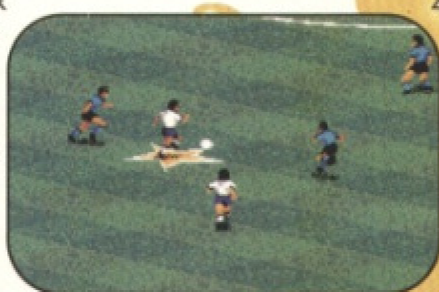
INTO MY LAIR

Dear Steve,
Would you please answer my following questions.
1. Do you think the Playstation is any good?
2. What is your favourite arcade game?
3. My friend says Virtua Racing is better than Daytona. Please tell him he's sad.
4. When will PGA Tour 3 be released?
Kevin Thomson, Ayr

STEVE:1. Yep. 2. Daytona. 3. Kevin's friend: you are sadder than an episode of Supermarket Sweep. Sooty And Sweep, for that matter. 4. It's out now.

SEE MY PUPPIES

Dear Steve,
Please answer these few questions for me.
1. Which do you think is best out of FIFA 95 and Micro Machines 2?
2. Do you have to have Sonic 2 or 3 to make Sonic And Knuckles to work?
3. Does the Mega-CD 2 play music CDs?



4. Will Virtua Fighters appear for the Megadrive? If so when?
5. In your opinion, what is the best game on the Megadrive?
G. Hunter,
Hartlepool

STEVE:1. Well it depends if you like driving or soccer game really, doesn't it? 2. Nope. 3. Yes. And the guitar. 4. Nope. Never. 5. Mega Bomberman and MKII light my lemon.

DANCING

Dear Steve,
We're not gonna creep 'cos we reckon your mag is shite (only joking, but it makes a change from slimy gits who creep to you). Now here's our questions.
1. What order would you place the following Mega-CD games in: Battlecorps, Novastorm, Rebel Assault, Soulstar, Starblade?
2. Where is Loadstar likely to fit into the last question?
3. Which is the better game: Sonic And Knuckles or Sonic CD (I already have Sonic 1)?
4. Is a converter between the Saturn and 32X and vice-versa likely?
5. Can remote control pads be used on Multi-taps and J-Carts to play simultaneously on remote control?
6. What certificate will 32X Doom have?
7. Will FIFA or Sensi appear on the 32X?
8. We have heard that there will be a Street Fighter III game where Ken and Ryu are still in it, but up against new characters. Is this true?
9. Does Generations Lost match up to the standard of the impressive Flashback?
10. Who saw fit to call them Munchies?
David Lister, Arnold J. Rimmer, The Cat, and Kryten, Red Dwarf
PS: I'm going to eat you little purple fishy...

STEVE:1. Battlecorps, Rebel, Soulstar, Starblade, Novastorm. 2. Between Novastorm and Starblade. 3. S&K. 4. Nope, nope and thrice nope. 5. No. 6. Surprisingly, no. 7. No. 8. Nope. 9. Not even close. It's more like the X-Men. 10. Cadbury's. Still, it was a good enough name for a Cat biscuit.
PS: Sod off.

Right enough's enough. I'm off to pee in Nintendo mag's coffee cups to see if they'll notice. I call it 'Golden Blend'. And it smells of Sugar Puffs.

MEGA SHOP GUIDE

This section shows you which shops are near you. A

TO ADVERTISE IN THE MEGA SHOP GU

MEGA SHOP GUIDE

you have to do is look for your local area heading.
DE CONTACT: Holly Eadie 071 713 5289

NEXT MONTH

MEAN MACHINES SEGA

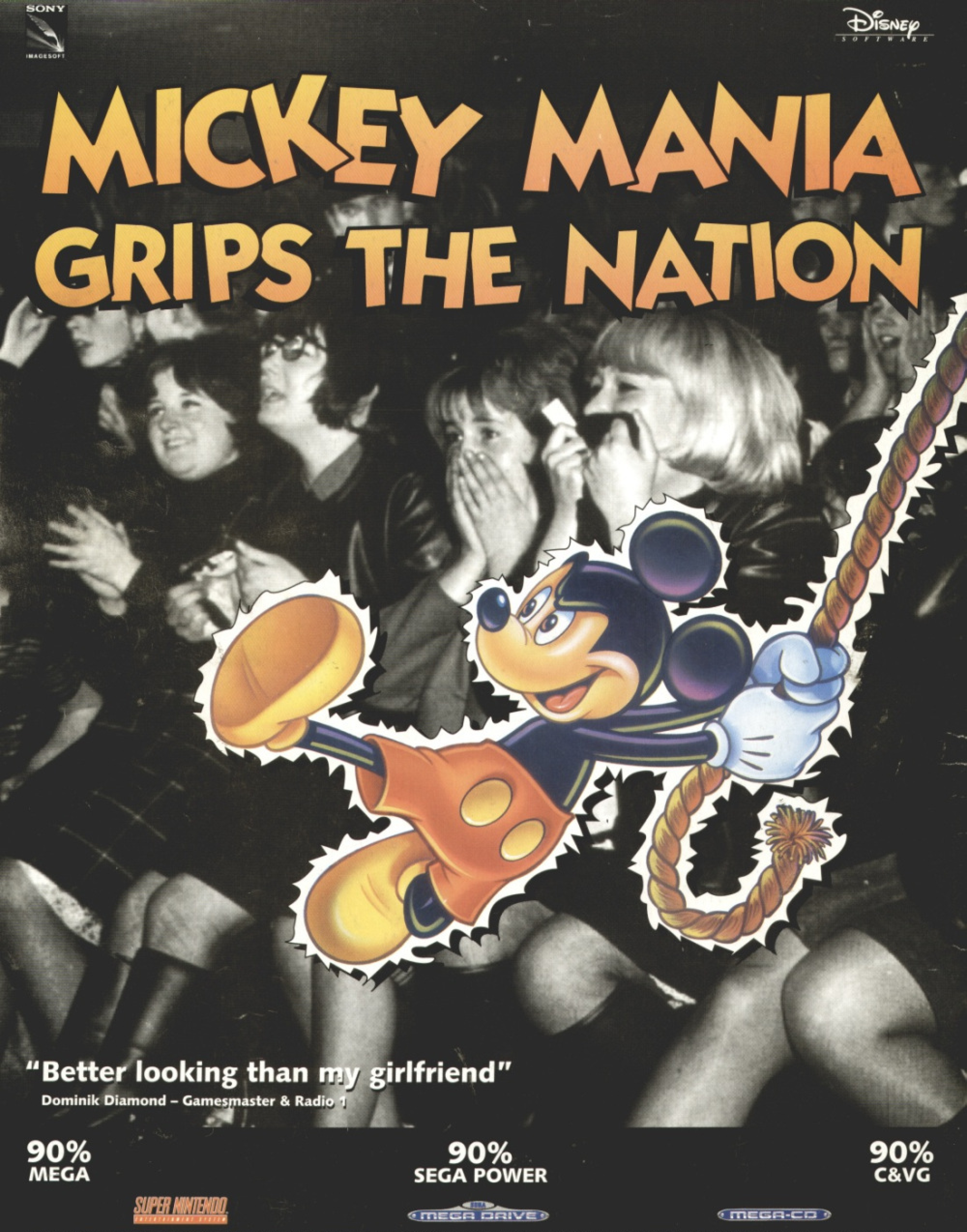
OLD BORE'S ALMANAC

Gather ye round as great things be planned for the forthcoming 365 days. Readeth thee these premonitions and ticketh them offeth as and when they happen. This day we shall concentrateth on the first month of the year.

JANUARY: Starting with a sick feeling in the pit of your stomach, and a carpet infested with green needles, you shalleth stumble across a fine, fine tome before old Father Time has exited. And, lo, this magazine shall containeth great visions of the future. For instance, as Saturn comes into England, it brings with it a feast of new adventures including Shinobi X, Victory Goal and news of more additions to its massive family. Similarly, an exciting time ahead awaits anything with the words 'Mega' and 'Drive' in its title as Superbikes are on their way, and the biggest game of the year are unveiled in a way guaranteed to excite and turn people toiling in Bournemouth a livid green colour — but only until their toil ends in the barren summer months...

Even Game Gear owners are catered for, but the outlook for Mastery Systemed people is sadly bleak, but the fine tome in question will no doubt brighten up their lives with reviews of whatever can be mustered. Following on from these great times we can also predict help for lost travellers in a number of Christmas titles, and more news on coming months.

The name of this said tome is one MEAN MACHINES SEGA, and you can foresee the future, too — just buy a copy when it comes out on January 30th. It makes Mystic Meg look like a daft bint in a tea towel.



MICKEY MANIA GRIPS THE NATION
"Better looking than my girlfriend"
Dominik Diamond – Gamesmaster & Radio 1
90% MEGA
90% SEGA POWER
90% C&VG
SUPER NINTENDO
MEGA DRIVE
MEGA-CD